Unprotect 9.0

The ultimate Gametool

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Contents

Chapter 2 - Installation   27

Chapter 3 - Working with Unprotect   34

Chapter 4 - The Hex editor   59

Chapter 7 - Problems & Support   128

Appendix A - Registration   132

Appendix B   141

List of figures   145

Chapter 1 - Basics

Introduction

Please take your time and read this manual thoroughly. Most problems can be solved through this manual. The experienced gamer might not need a manual at all, but those intending to use all the features like the built-in Hex editor or the editor for the inclusion of own game-aids will find lots of useful information in this document.

Users already familiar with Unprotect will learn about updates and changes of this release in this chapter. The first-time user will learn about the different kinds of game-aids which are included in Uprotect.

To avoid constant repetition we use the terms 'cheats' and 'game-aids' for all kinds of gaming aids, such as tips, cheats, solves, trainer, etc.

What is Unprotect

Unprotect is the efficient and extensive utility for every games fan. It offers a vast library of game solves, cheats, tips and tricks, trainer, patches, etc., as well as a huge collection of levels and updates for commercial games.

The database has grown to more than 30.000 different game-aids (January 2000), which are easily available through a comfortable menu-driven user interface for all common PC-operating systems.

You will learn how to cheat nearly all games available for PC (and recently even a lot video console games). Unprotect allows you to finally enjoy your games from the beginning to the very end. Impossible difficulties, tricky situations in adventures and role-playing-games, etc. are now a thing of the past!

Unprotect even supports a lot of german language versions of games, normally missing in other products, which are seldom as extensive as Unprotect.

Even though Unprotect is a german product, we are making a great effort of satisfying international customers since version 6.0. In version 9.0 we tried to offer english entries throughout the program so that people all around the globe may enjoy this product.

The CD features an english and a german version of Unprotect, so that the language may be switched at anytime. Support for other languages is not intended at the moment.

IMPORTANT NOTE

Unprotect offers the possibility to patch a game, i.e. remove a password check. A patch contained in Unprotect may only be used if you own the original version of the program! Loaned programs or pirate software may, of course, NOT be patched with Unprotect.

Patched programs may not be passed on or distributed to other persons. They are only for your personal use!

This program is not meant as a tool for the production or distribution of pirate software and may not be used against effective law.

The ownership of pirate software is prohibited and shall NOT be encouraged by this program.

Normally you have the right to make a backup copy for your personal use, be it on harddisk, CD-R, etc.

The user of this software obliges to the terms of license and terms of business and the notes as above and found anywhere else in the program or documentation.

It might be that Unprotect contains information about games which have been censored since the release of this program. Because of this, Unprotect should be accessed only by persons of legal age. Persons under age will need a permit of a parent or legal guardian.

You should use this program on backup copies only, NEVER on the original disks of a game, as there might be different versions of the game. This applies, of course, only to older programs, CDs are safe from being modified...

For security purposes the original files may be saved to a backup directory, so that Unprotect can automatically restore them in case of problems. See the chapter: Working with Unprotect.

Features of Unprotect

- Huge Database containing over 33.000 entries about nearly every game, including tips and tricks for common game consoles.
- Covers over 8.500 different games!
- More than 3 GB of compressed data on 5 CDs.
- About 17.000 solves, cheats, tips, etc.
- More than 2.000 patches.
- Ca. 2.300 updates and bugfixes of commercial games.
- Thausends of editors, trainers and tools for games:
    - Build your own levels, edit your heroes, get unlimited lifes, ammunition, etc.
- Game-aids for about 40 different systems, e.g: Apple Macintosh, Arcade, Atari 2600/7800, Atari Jaguar, Atari Lynx, Atari ST, ColecoVison, Commodore Amiga, Commodore C-64, Commodore CD32, Emulatoren, Mame, Nintendo 64, Nintendo Gameboy/Color/Virtual, Nintendo System, Panasonic 3DO, PC, PC Engine, Philips CD-I, Schneider CPC, Sega Dreamcast, Sega Game Gear, Sega Genesis 32X, Sega Master System, Sega Mega Drive, Sega Saturn, SNK Neo Geo, Sony Playstation und Super Nintendo
- Easy-to-use main program. English and german language support.
- Extensive search-functions.
- Print / export text-based game-aids or maps.
- Manifold options and filters:
    - Game-aids may be shown or hidden seperately.
    - Supported computers and game consoles may be shown or hidden.
    - Numerous screen settings incl. Favorite font settings, background textures and many more.
- Easy-to-use editor to include own game-aids of all kind.
- Analysing tool to create own, self running trainer and patch programs!
- Efficient and fully integrated Hex editor.
- Enhanced, external Hex editor. (Executeable without Unprotect)
- With the new, external Hex editor, you can create your own self-running trainer or patch program with a few mouse clicks. You don't need to know any programming language.
- Built-in text editor.
- Periodical, free updates via internet.
- Low hardware-requirements.

Improvements of Unprotect 9.0 vs. Version 8.0

- Large, enhanced data base: More than 33.000 entries. Nearly all duplicates have been erased.
- Covers more than 8.500 different games!
- Support for all new video game consoles and many additional types of game-aids, e.g. Blood Patches, Reviews, game-aids for emulators, etc.
- Reviews/previews to many games in german and english
- Unprotect includes all new updates/bugfixes for commercial games until January 2000.
- Build-in analysing tool for easy creation of own, self-running game trainers or patch programs!
- Enhanced module editor for the creation of your own Unprotect module files. Several enhancements, like: support for long file names, support for many graphic formats, etc.
- In additon to the build-in Hex editor there is a even more powerful external Hex editor!
- Numerous wizards support beginners and explain many of Unprotect's new features: update installation, user interface, module creation, trainer creation, etc.
- Extensive manual in PDF format and Windows help file.
- Possibility of dynamic installation of new Unprotect module files, either from the Internet or CD-ROM or your hard disk.
- Unprotect module files can be stored and accessed to your favorite mediums like CD-ROM, ZIP Drive, etc.
- Very flexible installation process – your favorite game-aids can be stored on hard disk completely to avoid the need of inserting the required CD.
- Installation program is Windows 2000 ready.
- Improved online support through seamless integration in the Unprotect main program.
- Enhanced printer routines, e.g. the possibility to print page numbers, headers and frames with your game-aids.
- Many detail improvements, like: enhanced map- and graphic-viewer.
- Unprotect supports: Windows 9x, Windows NT 4.0 and Windows 2000.

Improvements of Unprotect 8.0 vs. Version 7.0

- Native Windows version! Executeable with Windows 95, Windows 98 or Windows NT 4.0.
- Greatly enhanced database
  - Integration of all Unprotect 7.0 update module since december '97.
  - This results in less need for disk space
  - All new updates/bugfixes of commercial games until november '98 are included.
  - A total of ca. 23.000 game aids on 3 CD's!
- The database format is compatoble to version 7.0. You can continue using your old module files.
- Many detail improvements and new functions:
  - E.g. you can start Unprotect without the need of the 1st CD
  - New types of game aids
  - Improved module editor in the Windows Version to build your own module files
  - Easy internet access with the Windows Version
  - And many more...

Improvements of Unprotect 7.0 vs. Version 6.0

- DOS version:
  - Independent graphical user interface.
  - Support of all standard VESA SVGA screen resolutions with 256 colors.
  - Cooperative multitasking.
  - High speed graphic routines (ca. 3000 lines of pentium optimized assembly code).
  - Support of VESA Bios 2.0 (e.g. through UniVBE) linear frame buffer.
  - Support of virtual memory, for computers with a main memory of 8MB or less.
  - 32Bit protected mode program for high performance.

- Greatly expanded database! Through compressed files and efficient use of CD technology, ca. 18.000 game-aids could be contained on the CDs.
- Completely revised data:
  - We are trying to collect game-aids for as many games as possible.
  - In addition to the whole database of Unprotect 6.0 (nothing has been removed, so the old version will now be obsolete) we were able to include over a thousand of the best levels and scenarios for most of the popular 3D-action-, strategy- and simulation-programs.
  - No double entries.
  - Correct spelling of the games' titles.

- Easy-to-use editor which allows you to include your own game-aids.

- Built-in Hex editor:
  - File comparison
  - Extensive search-routines:
    - Normal search
    - Difference search
    - Symmetrical search
  - Files of up to 2GB size may be edited.
  - Background search / replace.
  - Built-in calculator and ASCII table.
  - Values can be saved directly to the file.
  - Multiple Hex editors may be open at the same time.

- Powerful savegame editor:
  - In combination with the Hex editor you will be able to create savegame editors yourself.
  - There are lots of routines that allow you to find the memory addresses of important values (e.g. lives) nearly automatically.
  - With this information you will be able to include your personal savegame editor in Unprotect, even if there are no aids for that game so far.

- Built-in text editor for the inclusion of own cheats, solves, etc.

- Integrated map editor:
  - This allows you to include your own graphical maps or other pictures (in PCX format)!

- Many improvements / extensions:
  - Preview pictures for many games.
  - Many new data-types such as graphical maps, levels, addons, etc.
  - The files are marked with icons such as a small flag indicating the language used.
  - Game-aids for most game consoles have been included.
  - Multiple options for configuration.
  - Improved sound support. You may now integrate your own wave files.
  - Faster access to data through advanced database management.
  - Addresses for many companies can be obtained from the company-list.
  - Censored games can now be hidden from the list.
  - A list of censored games can be viewed.
  - Easier-to-use object oriented user interface.
  - Extensive manual in text and PDF format.
  - Detailed help.

- New update mechanism:
  - Modular system. Unprotect can now be extended through modules, e.g. through the integrated editor.
  - Update modules will be released every month. This allows us to include all new game-aids, so that you only need to obtain the update module, which will now be smaller in size than in past versions.

- Numerous internal improvements...

The future of Unprotect

Our main goal will be the development of further patches and the collection of new trainers and other game-aids.

We will not change the features of Unprotected 9.0 for the time being. The planned Windows version is ready to use now and in many details improved vs. the previous DOS version.

If we find some bugs or have any ideas to enhance Unprotect, we'll develope a new executeable. This file will be available for download free of charge.

You can support us by registering your version of Unprotect and by providing us with new trainers, patches, solves, etc., which we can then include in our next version of Unprotect.

If you have any other things, which you think belong in Unprotect, then feel free to send them to us...

We are also looking for levels and game-aids for game consoles! However, you should only send us texts written by your own or copyright free ones from public sources (internet, BBS's). We can't include anything from magazines, cover CDs, shareware editors, etc.

If you have anything you thing we could use, please send it via mail, eMail or use our "Cheat submission" form from our web page. We are looking forward to hear from you!

Different kinds of game-aids

This section is meant mainly for beginners, who might have difficulties with terms such as cheat, trainer, etc. We will discuss the differences, how we understand the various kinds of game-aids and by which criteria we sort them.

It is possible that you won't find any game-aids for a specific game-aid type (e.g. Shareware Games). But these types are nevertheless usefull for future addons or if you wish to include selfmade module files using these game-aid types..

The most game-aids are text-based. These are (sorted alphabetical):
- Action Replay Code
- Blood Patch
- Cheat
- Easter Egg
- Frequently Asked Questions
- Game Genie Code
- Game Guru Code
- HEX Cheat
- Hint
- (German) Magazine Index
- Manual
- Map (ASCII Format)
- Miscellaneous Txt
- Moves
- Levelcodes
- List
- Patch Text
- Point List
- Secrets
- Solution
- Strategy Guide
- Tweak Text
- WWW Link
- Xploder Code

These types can be displayed and read easily on the screen, printed on a printer, or exported to a text or HTML file.

In addition to that, there are a lot of file-based aids which are stored in a compressed format on the CD, and which can be decompressed automatically to your harddisk. No additional utilities are necessary!

- Addon
- Background Picture / Wallpaper
- CD Cover (JPG, BMP or PCX format)
- Character
- Config File
- Demo
- Dex Drive File
- Document (e.g. WinWord file)
- Editor
- Game Hack File
- Game Wizard Module
- Graphics (JPG, BMP or PCX format)
- HTML Page
- Map (JPG, BMP or PCX format)
- Level
- MTC File (Magic Trainer Generator file)
- PC Dash File
- Preview
- Review
- Savegame Patcher File
- Screen Saver
- Shareware / Freeware Game
- Savegame
- Keyboard Layout (JPG, BMP or PCX format)
- Theme Pack
- Tool
- Trainer
- Tweaker
- Universal Game Editor (UGE) file
- Ultimate Hint System (UHS) solution
- Unprotect Trainer Data (UTD) file
- Update / Bugfix
- Miscellaneous File
- WinHack Tag File

Furthermore there are numerous patches which directly modify files. A backup copy will be made at your request, of course.

- Patch
- Savegame Patch
- Trainer Patch

An alphabetical list of all types contained in Unprotect follows:

Action Replay Code

Action Replay is a hardware extension which allows you to interrupt a game at any time to change the contents of the main memory. This way you can get unlimited lives, etc. Unprotect offers the Action Replay codes for those who own such a hardware extension and don't want to find out the codes themselves. However, as only a few people possess such an extension, and because there are other (less expensive) ways to cheat a program, Unprotect doesn't contain many of these codes. Please consult your Action Replay manual on how to enter those codes.

As far as we know, this hardware extension is more popular with game consoles. In america there is also a similar extension called Game Genie.

Addon

Addons are extensions to games. These might be new courses or cars for a racing game for example.

Background Picture / Wallpaper

To many games there are beautiful graphics which you can use as background picture for your Windows desktop. Some are enclosed with Unprotect directly. Others can be added easily with the built-in module editor.

Blood Patch

Unfortunately many game manufacturers mutilate games for the German market, e.g. red blood becomes green blood (?). We recommend our blood patches to everyone who wants to enjoy the game in its original form or even as close as possible to it.

CD Cover

Some original games (current example at the time of the manual construction: e.g. Falcon 4.0) are delivered in transparent CD cases without the usual CD's cover and inlay card. Since these CDs don't look very pretty in the shelf that way, some artistically talented gamers sat down and designed a CD cover. The results you can see in Unprotect. These CD covers can be printed also in the correct format!

Character

This kind of game-aid is mainly used by role-playing-games. During the game, you build up and continually improve a game character. Unprotect contains some characters which have several advantages, such as owning vast amounts of gold. This should solve most role-playing-game problems.

Cheat

Cheats are hidden codes which were included in the game by the programmers. These are usually special keyboard combinations or secret passwords which must be entered at some situation in the game. This might make the player immortal, provide him with lots of ammunition, etc. Sometimes whole cheat-menus appear, which offer many options. Unprotect tells you how to enter the cheats and what effect they produce!

There are also some so called fun-cheats or 'easter eggs', which don't serve any specific purpose but have some nice effects, such as

changing the game graphics or displaying some other gags of the programmers.

Config File

For some games, Unprotect conatines optimized configuration files, e.g. confiog files for some exotic joystick models.

Demo

Due to space reasons no game demos are integrated in Unprotect. However, who likes can integrate his favorite demos with the module editor comfortably in Unprotect.

Dex Drive File

For some video game consoles there is the hardware attachment DexDrive. With him it is possible to store savegames of your games and to take advantage of it a later time again. Numerous savegames are included in Unprotect for the DexDrive.

Easter Egg

See Fun Cheats under Cheats.

Editor

Editors are external utilities which allow you to change some things in the game. This might be a simple savegame editor which can modify the amount of money or energy in a savegame, or a complex level editor which can be used to design whole levels or scenarios for a game!

Most editors contain a manual which describes how to use them.

FAQ's

These are text files containing Frequently Asked Questions about a game. The contain lots of background information, etc. Many FAQs are over 100 pages in size!

Unfortunately FAQs only exist for a few games, such as very popular or extraordinary ones.

Game Genie Code

See Action Replay codes.

Game Guru Code

Game Guru is a game tool by 3DO, containing several hundred cheats/patches, and which can be extended with own codes. Those that own this tool will appreciate the new codes, others won't find them of any use...

Game Hack File

Game Hack works similarly like Game Wizard, however supports in addition Windows programs. You find a Shareware version of Game Hack on your 1st Unprotect CD. IMPORTANT: If you are using this program on a regular basis then you will have to register. Please consult the text files which are included with Game Hack!
You'll find more information at: http://www.gamehack.com.

Game Wizard Module

Game Wizard is some kind of software solution of the Action Replay (see above). After being loaded and made resident it allows you to interrupt a game and change the memory contents. These changes can be saved into modules and thus can be reused. You will find a shareware version of Game Wizard on your Unprotect CD. IMPORTANT: If you are using this program on a regular basis then you will have to register. Please consult the text files which are included with Game Wizard!

HEX Cheat

HEX cheats offer similar effects as normal cheats but they cannot be entered while playing the game. Normally you will need to change some binary files by using a Hex editor. Unprotect contains such an editor, of course. Most of the time you will have to change a savegame, but sometimes you will have to modify the main program! You will have to be careful, though, because the main program might crash if you change the wrong values. You will want to make a backup copy before editing the program.

The use of the Hex editor is described at the respective chapter of this manual.

Hint

Tips are general hints to help you solve a game.

HTML Page

HTML is a language which describes the appearance of pages for the World Wide Web (WWW) of the internet. Some pages where we found interesting solves contain maps or cross-references, which cannot be converted to a simple text file. You will need a browser to view these files, such as Netscape Navigator or MS Internet Explorer for Windows, Netscape Navigator or IBM Web Explorer for OS/2. Unprotect will copy the HTML files to your harddisk, so you may view them with a browser of your choice.

If you select a HTML file in the archive dialog, you don't have to export these on your hard disk. You can also have this file opened in your Internet browser automatically. If you have installed the MS Internet Explorer on your system, the HTML files are represented even smoothly in Unprotect!

Keyboard Layout

Since it is often hard at many complex games to keep a summary of all key combinations, some users of the games have made the effort to themselves and designed graphical keyboard layouts. These graphics can be printed comfortably from Unprotect and can be put directly around the keyboard.

Level

These are levels or scenarios for the respective game. If you know your favorite game inside out, then you might want to install some new levels that will offer you a change. There are not levels for every game, though, which would be quite pointless for adventures. This normally depends on the popularity of the game and on the possibility to include new levels in the game. Most levels were created by private people, but some come from the company that created the game.

Levels which are released as expansion disks or CDs are copyrighted by the company and are therefore not included in Unprotect!

Levelcode

Levelcodes provide you with direct access to all game levels without having to solve all the levels. You can thus begin at level 50 or skip difficult or boring levels.

List

There are currently only a few lists contained in Unprotect. These are mostly lists of items that can be found in the game.

(German) Magazine Index

In most cases, many game magazines provide the player with numerous tips & tricks every month. To reduce the time to find these game-aids again fast, the game-aid type "Magazine Index" has been integrated in Unprotect. The content of some big german magazines is included in Unprotect already. By using the Unprotect module editor you can easily add new indexes too.

Manual

No manuales are integrated in Unprotect. However, you often have the possibility (e.g. Internet) to find translated manuals for import games. That can become useful if you bought a import game and aren't able to read the manual. In this case have a look for the translated manual and add it to Unprotect by using the build-in module editor.

Map

Maps are normally found with adventures and role-playing-games. Unprotect contains plain text maps (ASCII) and graphical maps (PCX, JPG or BMP).

Miscellaneous Text / File

This is anything which does not fall into one of the other categories.

Moves

Moves are mainly used by arcade-action or martial arts games and provide you with all possible combat moves and special moves which are often very powerful.

MTC File (Magic Trainer Creator File)

You can create your own trainer programs with the Magic Trainer Creator. Some of these trainers are integrated in Unprotect. To execute this trainer files, you'll need the Magic Trainer Creator. A shareware version can be found on the 1st Unprotect CD. IMPORTANT: If you are using this program on a regular basis then you will have to register. Please consult the text files which are included with the Magic Trainer Creator!

Patch

Patches allow the buyer of a game to skip annoying copy protection, which often reduces the fun playing the game. For example, a patch might remove key-disk tests, password checks or CD-tests.

IMPORTANT: Patches are for your personal use only and you have to own the original version of the game! Unprotect is meant to remove annoying copy protection and not to further the distribution or possession of illegal pirate software!

However, patches are quite necessary for some games:

Old games with key-disk tests are sometimes played again these days, but the copy protection rarely works on modern computers! Because of timing differences, the original disks are no more recognized on 486 or pentium PCs. Some such patches even originate from the companies themselves (e.g. Microprose)!

Some people might want to copy a single CD to their harddisk, because of slow CD drives or long delay times when loading. Or you might own a laptop computer without a CD drive and can thus copy the game to your harddisk over a network connection.

But also some modern games come along with bad implemented copy protection algorithms that force the user to wait up to several minutes until the original CD is recognized as the original CD (if recognized at all!).

Unprotect ONLY supplies Information and Tools to enable you to make a PERSONAL BACKUP of your original Game CD or to bypass the copy protection! Keep the following in mind when using Unprotect's patch functionality:

- Neither the authors of Unprotect nor the producers of your CDs take any guarante that the program still works as expected when you've aplied on of Unprotect's patches.

- If you've problems with your program, you MUST restore the original version from your original CD(s) and try again before contacting the producer of the program!

- You are LEGALLY ALLOWED to make a personal backup of an Original CD as long as you are the owner of the Original CD.

- You are NOT ALLOWED to sell, rent or give away any backups of copyrighted CDs as this is not allowed by Copyright Laws.

- You MUST DESTROY any backups when you don't own the Original CD anymore (e.g. selling or giving it away).

- Before making a backup check, in the supplied manual or on the back of the CD, if there are special conditions for making a backup.

Patch Text

Patch texts are similar to HEX cheats except that they differ in their results. While HEX cheats allow you to cheat the game, patch texts contain information on how to remove an annoying manual check from the game, for example.

IMPORTANT: Note the license terms!

PC Dash File

You need a special kind of hardware to use the PC Dash files. It's a new input device for games. You'll find more information at: http://www.saitek.com

Point list

These are mainly lists of places in the game (mostly adventure games), where you can increase your score by performing a specific action. This might be helpful if you solved the game, but didn't get the full score.

Preview

See reviews. The only difference between a preview and a review is, that the preview delivers information about a game not yet released. That's the reason, why no evaluation is given.

Review

We have included several game reviews, which will allow you to make up your own mind about a game before buying it.

By kind permission of the editorial staff from www.gamecaptain.de we have been able to integrate a stately number of competent game reviews finally in Unprotect incl. many pictures. Unfortunately, up till now there are only German language's reviews included. We hope that we can offer reviews in other languages in the future, too.

Savegame

Unprotect contains many kinds of savegames. These may be a savegame at the very end of the game, or one which allows you to skip a difficult situation in the game.

Savegame Editor

Savegame editors are editors which are built into Unprotect. They are a more comfortable type of HEX cheat. You can now change important values of a game without having to mess with the HEX cheats directly. It is now possible to create your own savegame editors in Unprotect!

Savegame Patch

These patches are managed like other patches but they don't remove CD checks or similar copy protection measures, but change a savegame in a way that you have more energy, health, etc. the next time you load the savegame.

We call these patches 'trainer-patches' if the game itself has to be modified, and we call them 'savegame-patches' if only the respective savegame has to be changed.

Savegame Patcher File

"Savegame Patcher" module files can be used with the 3rd party product "Savegame Patcher" from the Second Unit Crew (Germany). This program is freeware. You can find it at our web page or in the Tools directory of our update CD or the 1st Unprotect 9.0 CD

Screen Saver

No screen savers are integrated in Unprotect for space reasons. However many game manufacturers and supplier of magazine CDs like to pack such screen savers to current games on her CDs. You can include your favorite ones with the build-in module editor.

Secrets

Secrets contain hidden items, rooms, levels or other things which are hard to find in the game. This is mostly for 3D-action games, but some role-playing-games also benefit from this.

Solution

Solves are often quite extensive and lead the player step by step to victory. If you don't want to spoil the fun of playing the game, then you should first search for tips and only use the solve if you are absolutely stuck. However, solves allow you to easily 'run' through an adventure game if you just want to see all the pictures...

Strategy Guide

Strategy guides contain tips and information on useful strategies to solve strategic games.

Theme Pack

Theme packs were introduced with Windows 95. This are small, installable graphic-/sound collections that thematically fit to a specific game. No theme packs are for place reasons in Unprotect for Windows pile integrates. But many games like to grab manufacturer and supplier of magazines CDs for such Theme pile's too current games on her CDs. You can include your favorite ones with the build-in module editor.

Tool

These are useful utility programs for a game. This includes everything that is not an editor or trainer.

Trainer	Trainers are external utility programs which help you cheat a game. They are normally executed before starting the game and can then be activated by a special hot-key. This is commonly described in the text files which accompany the trainer.
Trainer Patch	See savegame patches.
Tweak Text	It is explained in Tweak texts e.g. how you can activate hidden options in a game, approximately higher graphic resolutions or do fine adjustments at the graphic-/ Sound-Engine.
Tweak Tool	With the so called Tweaker or Tweak tools you can activate hidden options in a game, approximately higher graphic resolutions or do fine adjustments at the graphic-/ Sound-Engine.
UHS Solution	These are solves for a shareware utility called Universal Hint System. You will find this program on your Unprotect CD. UHS doesn't display the whole solve at once, but only the pieces which are of interest to you. You might want to purchase the registered version of UHS.
UGE File	UGE files can be used with the Universal Game Editor. This shareware program allows you to edit savegames, etc.
Unprotect Trainer Data (UTD) File	You can load these Unprotect Trainer Data Files in Unprotect's external hex editor. The hex editor is able to generate a self-running trainer program with these data.
Update / Bugfix	Many games are created under deadline pressure and are then released with bugs and errors. A short time later, an updated version is normally released, which then repairs the program or contains new features. Unprotect contains nearly all updates and bugfixes available until the date of release (January 2000). These are more than 2.000 updates!
WWW Link	If we find an interesting web page containing game related information, we'll place a WWW link (URL) in Unprotect, so you're able to visit this page. E.g. game solves we're not allowed to include in Unprotect directly. If you're using the Windows version of Unprotect, there's only the need for one mouse click and you're able to visit these links if you're owning an online acount.
XPloder Code	See Action Replay codes.

Chapter 2 - Installation

Hardeware/Software requirements

Minimal requirements for Unprotect 9.0:
- IBM-PC compatible computer 386er or better
- Windows 95/98, Windows NT 4.0 or Windows 2000
- 8MB memory
- Harddisk space: min. of ca. 25MB free space
- CD-ROM drive (32-Bit driver required)

Recommended:
- PC with Pentium compatible CPU or higher
- 32MB memory

Optional:
- Printer
- Mouse
- MS Internet Explorer 4.x or higher

Unprotect 9.0 has been tested with the following operating systems:
- Windows 95 (all versions)
- Windows 98 and Windows 98 Second Edition
- Windows NT 4.0 with Service Pack 3 or higher
- Windows 2000 RC2

There shouldn't be any difficulties starting Unprotect. If you experience problems please consult the Chapter 7 - Problems & Support.

Installation

The installation process was kept simple and mainly self-explanatory. Please follow these steps to install Unprotect:

- Put the 1st Unprotect CD in your CD-ROM drive.
- Open the Windows explorer.
- Change to your CD-ROM drive (e.g. D:)
- Execute the file "SETUP.EXE" from the CDs main directory with a double click. Ready!
- Follow the instructions from the install program.

Unprotect uses the Microsoft Windows Installer for installation. If this is your first application using the Windows Installer you'll have to reboot the first time before starting Unprotect!

Unprotect is very easy to install this way, but for the worst case that our install program may fail on your system, we've included a simple INST_ENG.BAT program in the main directory of the 1st CD.

Figure 1: Language selection

After executing SETUP.EXE you can choose between german or english language (See Figure 1). Your selection is valid through the installation and also Unprotect itself.

If you want to read the manual you'll have to install the Adobe Acrobat Reader 4.0. If it isn't already installed, you can select the Acrobat icon to do so. The Adobe Acrobat Reader gives you the ability to display and print documents in the .PDF file format.
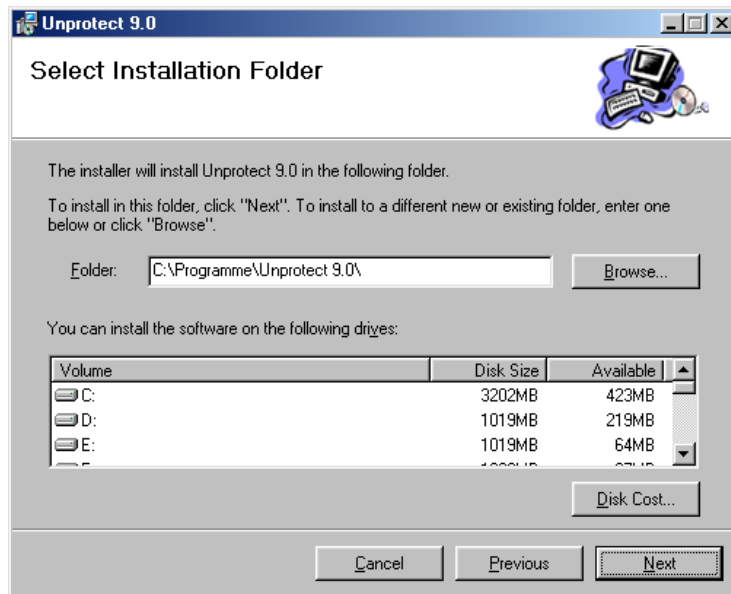
Figure 2: Choose installation directory

After reading and confirming the license text, you can choose the destination directory for Unprotect 9.0. By default this will be C:\Programs\Unprotect 9.0. Unprotect requieres a minimum of about 25MB free space on your hard disk.

If the setup program has finished copying all files it creates a program group called „Unprotect 9.0" and the setup process is over.

To execute Unprotect just click on the desired icon in the Unprotect 9.0 program group. Alternate you can switch manually to the Unprotect 9.0 directory and type in UNPWIN.

If you want to uninstall Unprotect or repair the Unprotect files (e.g. if one of the files is corrupted) you simply can execute the setup program again:

Figure 3: Repair/Remove Unprotect 9.0

After repairing the Unprotect files it is possible, that the main program is replaced by the original main program from you Unprotect CD. So if you had installed an update version of Unprotect already, you must reinstall these update version after repairing.

At the deinstallation of Unprotect it is possible that the settings file UNPWIN.INI and all modules/index files (recognizable at the ending .UPM or UPX) that have been installed after the main program remain in your Unprotect directory. All these files can be deleted, if you want to remove Unprotect from your system.

Adjusting installation

Unprotect is working with so called index files (recognizable at the ending .UPX) and module files (recognizable at the ending .UPM). A module contains a module header which includes all related information about a game-aid (like name of the game, type of game-aid, publisher, etc.) and a data part after the header. These sometimes many 100MB in size files are located on your Unprotect CDs.

Due to space restrictions, the setup program copies only index files to your Unprotect directory. A index file is an exact image of the module file header without the game-aid data itself. The benefit is the small size of the index files compared with their module file counterpart. But the index files contain all necessary information to execute Unprotect without the need of the CDs.

If you have enough free disk space or wish to have fastes access to the game-aids, you can copy some (or all) desired module files to your hard disk.

The module files are built up thematically so that e.g. you find all text based game-aids (cheats, solutions, tips etc.), in the module file UNP90CHT.UPM. If this module is copied into the Unprotect 9.0 data

directory, then you have access to all text based game-aids without the CD.

The following modules are delivered with Unprotect 9.0:

UNP90ADD.UPM *Contains all addons*
UNP90CHT.UPM *Text based game-aids and patches (cheats, solutions, tips, patches, etc.)*
UNP90DAT.UPM *Info texts and background images*
UNP90EDT.UPM *File based game-aids (editors, tools, etc.)*
UNP90LVL.UPM *Contains all levels*
UNP90MAP.UPM *Contains all maps and graphics*
UNP90PIC.UPM *Contains all preview pictures*
UNP90REV.UPM *Contains all reviews*
UNP90TRN.UPM *Contains all trainer files*
UNP90UP1.UPM *Contains the latest bugfixes for commercial games*
UNP90UP2.UPM *Contains more bugfixes for commercial games*
UNP90UP3.UPM *Contains more bugfixes for commercial games*
UNP90UP4.UPM *Contains bugfixes for older commercial games*

For installing new module files you can open the menu item "Module installation wizard" from the "Modules " menu and select the second point: „Copy modules from CD-ROM into the Unprotect directory". Then you are invited to insert a CD with modules. This can be one of the Unprotect CDs, our update CD or an arbitrary different CD with Unprotect modules.
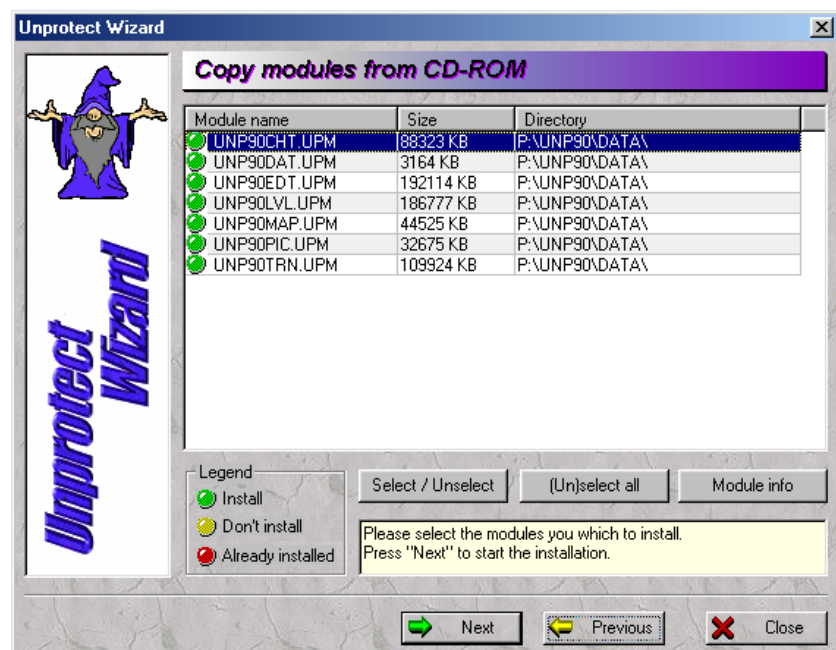
The following dialog appears:

Figure 4: Unprotect moduel installation wizard – Copy modules from CD-ROM

Already installed modules are marked red and there is no need to install them again. You can decide at the other modules whether these shall be installed green or not yellow.

The module installation wizards further abilities are explained in detail in a later chapter.

Drag and Drop Support

If you liked to see the contents of a module (or the corresponding index file) fast and without large installation overhead in Unprotect, you can load it with the "Drag and Drop" mechanism from Windows. Simply drag an Unprotect file from the Windows Explorer into the Unprotect window. Unprotect then recognizes his module file and loads the data!

In addition, the file types .UPM (Unprotect module file) and .UPX (Unprotect index file) are connected with the Unprotect application. Double-click on a .UPM or .UPX file and Unprotect is started with this file automatically i.e., if you whish to see the contents of a definite module.

Files

The following files should be in your Unprotect directory after the installation:

Unprotect 9.0 directory:
UNPWIN.EXE	*Main program for Windows*
UNPWIN.HLP	*Unprotect help file*
UNPWIN.INI	*Configuration file created after the first start*
UNZIP32.DLL	*32Bit ZIP Extpander*
UNPHEXED.EXE	*External Unprotect Hex editor*
UNPHEXED.HLP	*Unprotect Hex editor help file*
UPMCONV.EXE	*Conversion program to convert Unprotect 7.0/8.0 modul files to the new Unprotect 9.0 format*

Unprotect 9.0\Data directory:
UNP90ADD.UPX	*Index file of the UNP90ADD.UPM module from the second CD (contains all addons)*
UNP90CHT.UPX	*Index file of the UNP90CHT.UPM module from the first CD (contains text based game-aids and patches)*
UNP90DAT.UPM	*This module contains info texts and background images*
UNP90EDT.UPX	*Index file of the UNP90EDT.UPM module from the first CD (contains file based game-aids like editors or tools)*
UNP90LVL.UPX	*Index file of the UNP90LVL.UPM module from the first CD (contains all levels)*
UNP90MAP.UPX	*Index file of the UNP90MAP.UPM module from the first CD (contains all maps and graphics)*
UNP90PIC.UPX	*Index file of the UNP90PIC.UPM module from the first CD (contains all preview pictures)*
UNP90REV.UPX	*Index file of the UNP90REV.UPM module from the first CD (contains all review pictures)*
UNP90TRN.UPX	*Index file of the UNP90EDT.UPM module from the first CD (contains all trainer files)*

UNP90UP1.UPX	*Index file of the UNP90UP1.UPM module from the second CD (contai some of the bugfixes for commercial games)*
UNP90UP2.UPX	*Index file of the UNP90UP2.UPM module from the third CD (contai some of the bugfixes for commercial games)*
UNP90UP3.UPX	*Index file of the UNP90UP3.UPM module from the fourth CD (contai some of the bugfixes for commercial games)*
UNP90UP4.UPX	*Index file of the UNP90UP4.UPM module from the fifth CD (contai some of the bugfixes for commercial games)*

In addition to that, the \TOOLS directory on the 1st CD contains some useful utility programs:

Note: Some of the tools are stand-alone shareware programs (see the respective license terms). They are not part of Unprotect and are released by other authors. They will not be installed automatically but can be found in the TOOLS directory on the CD. Please remember that you have to register these programs if you plan to use them regulary!

\ACROBAT4	Adobe Acrobat Reader 4.0 for Windows in english and german. This program allows you to read and print .PDF files. The manual of Unprotect is available in this format on the CD.
\CDEMU	These are several CD emulators for DOS and Windows.
\CHEAT	Other tools for cheating games. Some of these are integrated in Unprotect.
\CRACK	Some "cracking" tools.
\DEBUG	This directory contains some debuggers and HEX editors with debugging options.
\MISC	Miscellaneous useful programs.
\UNPACK	Some EXE decompressors and ZIP/UnZIP tools

For a comfortable listing of all tools you can also view the file INDEX.HTM from the \Tools directory of the first CD with your standard internet browser or by using the menu item "Help -> Extras -> Additional Tools" in Unprotect.

Executeing Unprotect

To executue Unprotect, just double click on the Unprotect 9.0 icon in the Unportect 9.0 program group. If you prefer starting Unprotect from you command line, you'll have to switch to the Unprotect directory on your hard disk:

C:

CD „C:\Programs\Unprotect 9.0"

Now, just enter *UNPWIN.EXE* to start. That's all!

Chapter 3 - Working with Unprotect

Introduction

The user interface of the Windows version is compatible with other windows programs. There is no need to extra explanation of using your keyboard and mouse. Because of its graphical user interface, Unprotect can be easily controlled with the mouse or keyboard.

Most options are self-explanatory, but you can still consult the context-sensitive help or the manual if you experience any problems.

All keyboard shortcuts are printed in *italic* letters. A plus symbol between two keys means that both of these keys must be pressed simultaneously.

Keyboard control

<u>Windows:</u>

- *TAB* (forward) and *Shift-TAB* (backward) switches between the elements in a windows.
- Elements containing text can be directly selected via *ALT+X*, where *X* stands for an underlined letter.
- *ALT+Space*: The systems menu of the window will be opened.
- *CTRL+F4* oder *ESC*: The current window will be closed.

<u>Desktop:</u>

- *CTRL+TAB*: The windows will be activated one after the other.
- *ALT:* Activates the menu.

Mouse control

<u>Windows:</u>

- The right mouse button normally displays a context-sensitive menu, which contains all options currently available!

<u>Desktop:</u>

- Pressing the right mouse button on the desktop opens the desktop menu. You can then select the entries with the left mouse button. You can close the desktop menu by pressing the right mouse button (or by pressing the left mouse button out of the desktop menu).

Operation

In this section you will learn the basics on how to use Unprotect. All menu entries will be explained here.

Main window
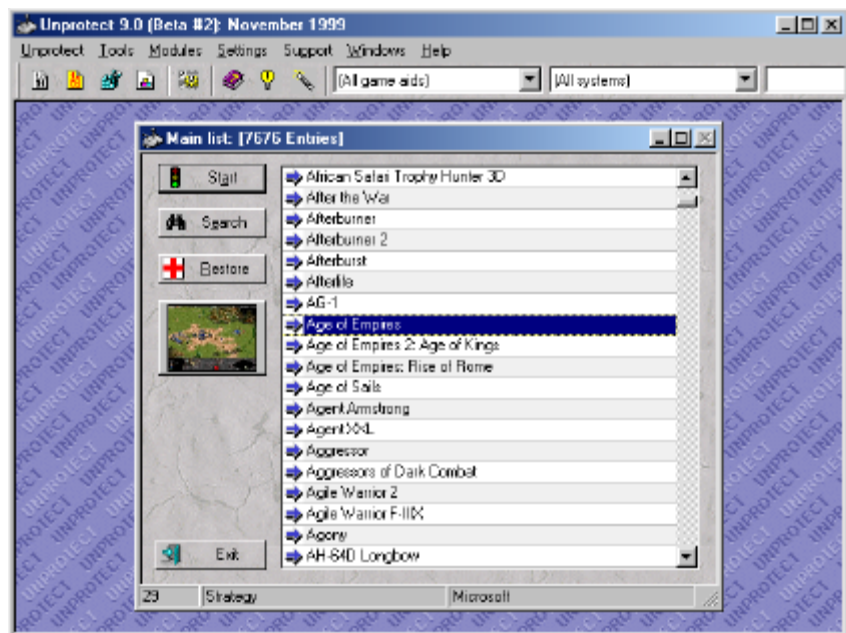
Figure 5: Unprotect Main Window

After starting Unprotect you can use the mouse or the cursor keys to select the game that you need help with.

The lower status line displays the number of entries concerning this game in the Unprotect database. The type of game and the company that released it are normally displayed to the right.

The game's names are indicated by a *blue arrow*. Games that have been censored in germany are indicated by a *red arrow* for easier recognition (if they have not been hidden in the first place).

All new game-aids of a newly installed module are indicated by a *'new'* symbol.

You do not have to scroll through the whole list to find a game. Instead you can simply type in the name and Unprotect will automatically jump to the first entry that starts with the given name. You can complete the name any time or you may clear the input line by pressing *ESC.* The input line disappears after several seconds, but your input will remain.
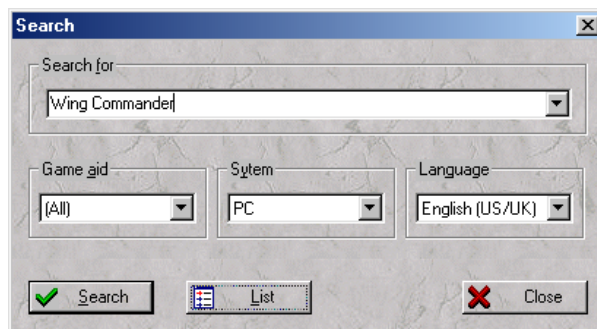

Figure 6: Search a game

Clicking the *Search* button will lead you to the search dialog. Here you have the option to show all matching titles in a list by pressing the *List* button. Of course you can start a new search in that list and thus further limit the number of results!

The main actions are activated by the four buttons in the main window:

- **Start** opens a sub-list for the currently selected game and shows all available game-aids. This will be discussed further in the subsection 'Using the game-aids'.

- **Search** aktivates the search dialog.

- **Restore** opens a listbox which contains all backup copies of patched games. This allows you to undo any patch.

- **Quit** directly closes Unprotect.

Figure 7: Main window - toolbar

With Unprotect's main window toolbar you are being able to invoke many functions by a simple mouse click.

If you move your mouse pointer slowly over the single fields from the toolbar, you see a short description about every function.

The icons trigger the following actions (in this order):

- Execute Hex editor

- Execute external Hex editor

- Execute Registry editor from Windows

- Open module editor

- Unprotect settings

- Main help

- Tip of the day

- Unprotect Main Wizard

The first combo box („*All game-aids*") let you choose a specific type of game-aid (e.g. solution). The result is a new list containing only game names which include a solution.

The second combo box („*All systems*") works in a comparable way. The only difference is, that you now choose a system, e.g. PC.

Please note: The two combo boxes are working independent from each other! If you want to limit your selection to a specific system type **and** a specific game-aid type, you may choose the function "Select game-aid and system" from the Unprotect menu.

Your favorites are managed with the third combo box. Unprotect remembers the most selected game titels and stores them in the third combo box.
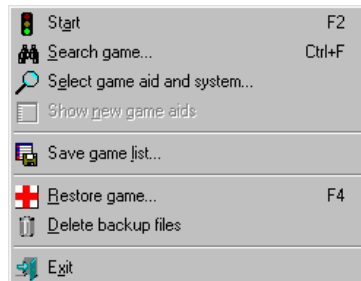
Menu structure

Unprotect menu

Figure 8: Unprotect menu

- **Start**, **Search game** and **Restore game** have the same effect as the respective buttons in the main window of Unprotect.
- **Select game aid and system** filters a new selection list with game titels that represent a specific game-aid and system type.
- **Show new game aids** shows you all game-aids from the latest installed module.
- **Save game list** creates a HTML- or text file with all (or the latest) game-aid titles.
- **Erase backup files** deletes the whole backup directory.
- **Quit** closes Unprotect und returns to your operating system.

Tools menu
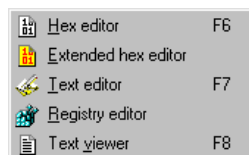
Figure 9: Tools menu

- **Hex editor** opens the integrated Hex editor of Unprotect. Further information is available in the respective chapter.
- **Enhanced Hex editor** opens the external, enhanced Hex editor of Unprotect. Further information is available in the respective chapter.
- The **text editor** allows you to edit ASCII (DOS) or ANSI (Windows) texts.
- **Registry editor** executes the Windows Registration editor, if it's installed on your system.
- **Text viewer** displays a text file from your harddisk.
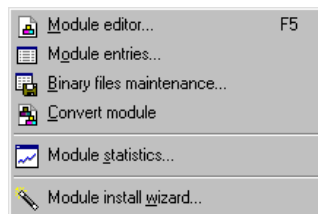
Modules menu

Figure 10: Modules menu

- **Module editor** opens the integrated editor, which allows you to create your own Unprotect modules with your personal game-aids. This tool will be discussed in an own chapter.

- **Module entries** shows you all game aids from a choosen module file. This is useful, if you've got a module file and you want to know, what game aids are included.
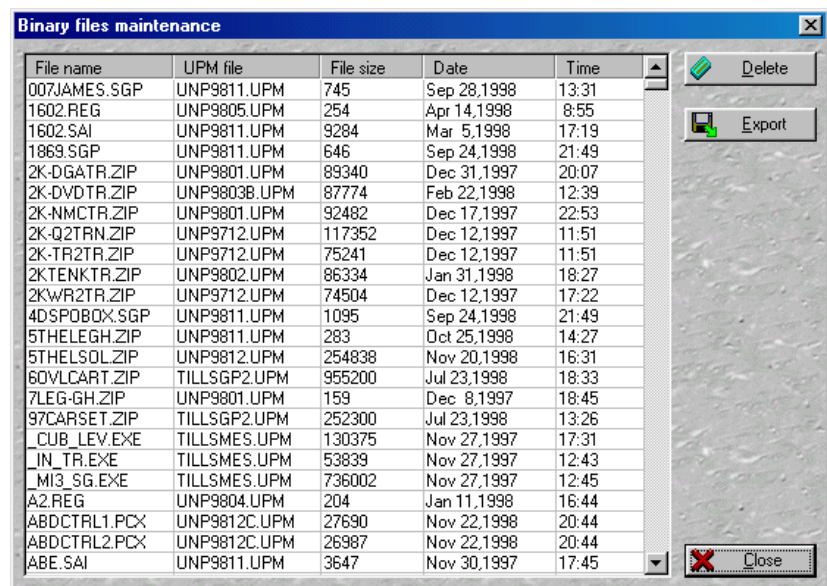
- **Binary files maintenance** opens the following dialog:

Figure 11: Binary files maintenance

Here you will get an overview of all the binary files contained in your modules, such as preview pictures, trainers, etc. You can export files to a directory on your harddisk or remove files from the modules.

CAUTION: Only delete files of which you are absolutely sure you will not need them anymore!

- **Convert module** executes the external „UPM Converter". This little tool can convert your self-made Unprotect 7.0 or 8.0 module files into the new Unprotct 9.0 format.

- **Module statistics** shows a small dialog which displays the number of game-aids and different systems.

- The **Modul Installation Wizard** supports the installation/creatition of index files of new Unprotect modules from harddisk, CD-ROM or the Internet.
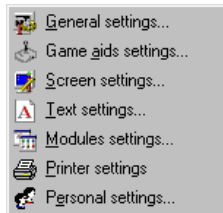
Settings menu

General settings...
Game aids settings...
Screen settings...
Text settings...
Modules settings...
Printer settings
Personal settings...

Figure 12: Settings menu

- Open the dialogs described further down.

Support menu

Order...
Internet order ▸
Unprotect support addresses
Send eMail...
Online registration...
Support Wizard...
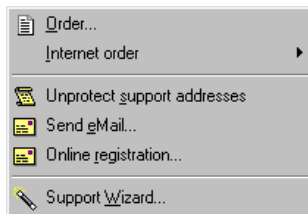
Figure 13: Support menu

- **Order** opens a dialog which allows you to quickly create an order form. See Appendix A - Registration. You can print or email us these form. This menu item is also usefull if you already own a copy of Unprotect, because you can order your Update CDs through this dialog or let your friends order a personal copy of Unprotect.

- If you have access to the **Internet**, you can order a personal copy of Unprotect online. Customers from Germany can choose the menu item "Internet order" and all internatiol customers can choose one of the international order types. The prices of these international orders are somewhat higher, but the benefits are numerous: credit card support, free shipping around the world, you can pay in German marks, US dollars or Euro. For more details have a look at: Appendix A - Registration.

- **Unprotect support addresses** shows you the Unprotect support abilities.

- If you haven't bought Unprotect directly at H&H Software Vertrieb GbR or ShareIt you can register your copy online with the menu item „**Online registration**". If you are already customer with us, a renewed Registration is superfluous!

- The Unprotect **support wizard** summarizes Unprotect's support's possibilities for the simple access once again.
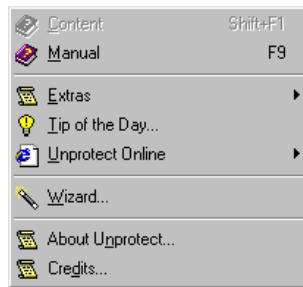
Help menu

Figure 14: Help menu

- **Content** opens the general help index, from where you can access the whole help text.

- The menu item **manual** displays this complete manual from the first Unprotect CD. Therefore you must have installed the Adobe Acrobat Reader. You can find in in the \Tools directory on your first CD.
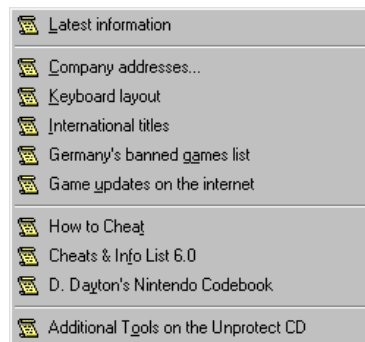
- **Extras** contains the following entries:

Figure 15: Help menu - Extras

- **Latest information** displays the notes which were shown the first time you started Unprotect.

- **Company addresses** opens a list of companies and information like address and internet homepage. If you want to contact a company about a game you might find the address here.

- **Keyboard layout** displays the layout of an english keyboard. This is useful for users of non-english keyboards, because many games bypass the keyboard driver and assume an english keyboard layout.

- **International titles** displays all game titles that feature different names in the german and the international version. For example, 'Screamer' is called 'Bleifuss' in germany.

- **Germany's banned games list** shows a list of all games currently censored in germany. These games may not be advertised in the public and may only be used by persons of 18 years or older in germany.

- The list: **Game updates on the Internet** is an link overview of new bugfixes from commercial games in the Internet. Most of these updates can be found on your Unprotect CDs.

- **Additional Tools on the Unprotect CD** shows a list of all free- and shareware tools from the \Tools directory of the first Unprotect CD in your internet browser (if installed).

- The remaining menu entries contain interesting information on how to patch or cheat games, so if you plan to try this yourself, here is the information you are looking for.

- **Tip of the day** displays a dialog with some hints about Unprotect.

- **Unprotect Online** gives you direct access to some of our online pages.

- **Wizard** executes Unprotect's main wizard.

- **About Unprotect** open the 'about-box', which is also shown at the start of Unprotect. It contains some copyright notes.

- **Credits** opens a dialog which contains credits to all those which supported Unprotect in some way or other.

Settings

Before you start browsing all those game-aids, you should take a moment to learn about the manifold options and settings of Unprotect. The options dialogs will be discussed in the following sections.

You can save your settings by pressing the *Save* button, the *Cancel* button discards any changes that you have made, while the *Default* button restores the default settings.
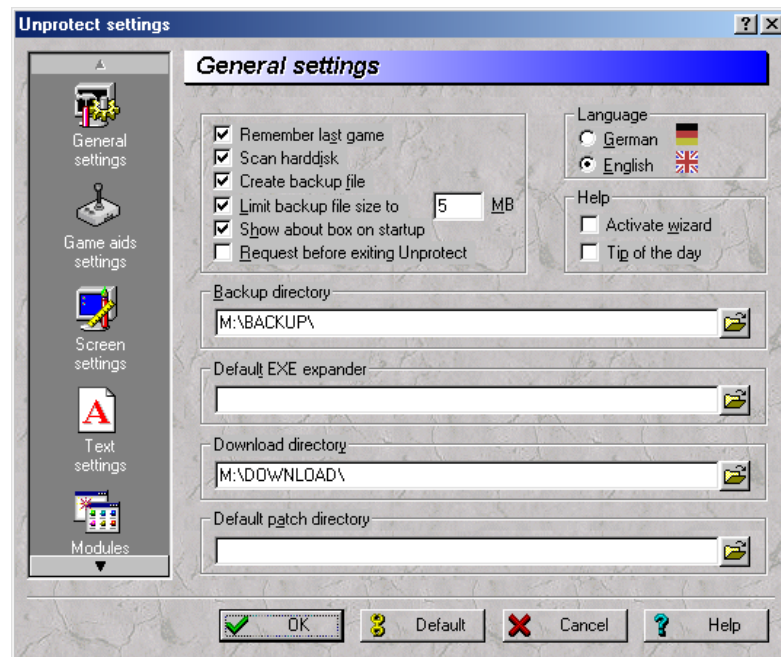
General settings

Figure 16: General settings

- If **Remember last game** is switched on, then Unprotect will remember the game that was selected the last time you startet the program and will now start with this game selected again. If this is deactivated, then Unprotect will start with the first game in the list selected.

- If you activated **Scan harddisk**, then Unprotect will automatically try to find the respective files (e.g. when patching) on your harddisk. If you deactivated this option, then you will have to specify the directory which contains the file.

- When **Create backup file** is switched on, then Unprotect will make backup copies of any files that are modified by the program. These will be stored in the directory specified by **Backup directory**.

- To limit the harddisk space that may be used up by such backup copies, you can specify an upper limit with **Create backup file up to xx MB**. The default value is 5MB, which means that up to 5MB total of backup files will be saved.

- **Start up about box** specifies if the about dialog will be shown at the start of Unprotect.

- If **Confirm quit** is selected then Unprotect will ask you for confirmation if you close the program.

- **EXE file expander** might be important for some old games, because many companies compressed the executables to save disk space. Unprotect will not be able to find the correct byte sequence in the compressed file, so the file will need to be decompressed. If you specify the path to your favorite EXE expander, then Unprotect will automatically try to decompress any file it cannot patch.

  New games that use a DOS extender (like DOS4GW.EXE) or Windows programs cannot normally be compressed.

- The **download directory** contains all Unprotect update modules, you've downloaded with the built in download option from the Windows version of Unprotect.

- E.g. your installing all your games under the directory E:\SPIELE, then you can enter this directory at **Standard patch directory**. If Unprotect searches a file to patch it starts at this directory.

- The **language** radio buttons let you choose the language of the main program.

- At **help** check boxes you can switch the Unprotect wizard and/or the "Tip of the Day" dialog on or off.
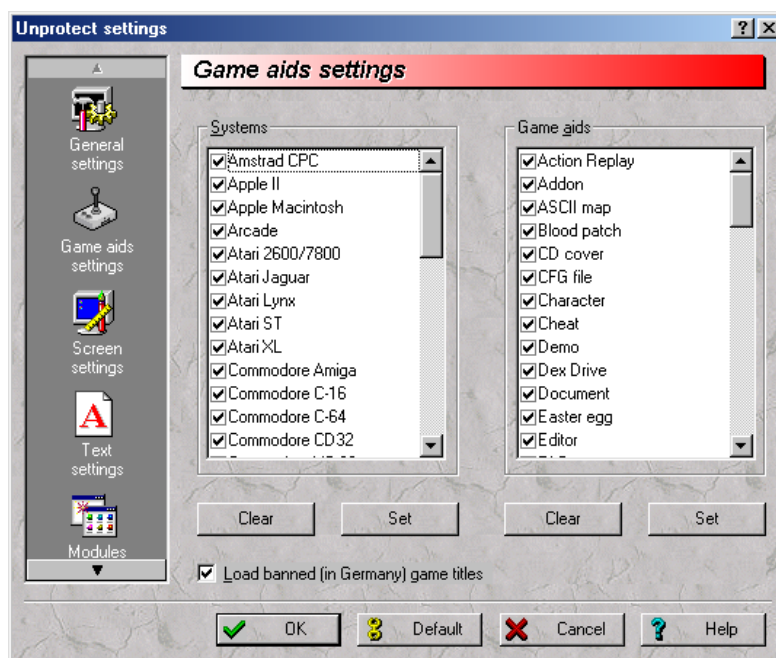
Game aids settings

Figure 17: Game-aids settings

- In the first listbox you see all systems and video consoles that are supported with game-aids by Unprotect. You can switch of the systems you don't need.

- If you don't need a specific type of game-aids (e.g. Levels) you can disable it at the second (right) listbox.

- The buttons clear and set offers a fast and comfortable possibility to delete or set all listbox entries.

- If the option **„Load banned game titles"** is disabled**,** Unprotect suppresses all game-aids for games that are banned in Germany. Please note: The demo version comes without any game-aids for banned games!

Screen settings
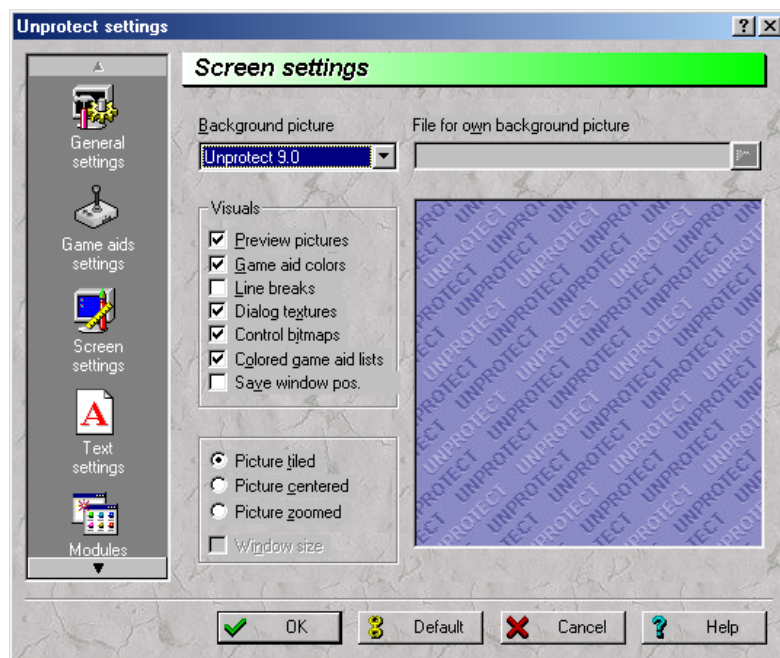
Figure 18: Screen settings

- You can choose your favorite background texture under **Background picture.**

- If you want to insert your own picture, you can do so at „File for own background picture". BMP-, PCX- and JPG-Images are supported.

- **Preview pictures** activates the small preview pictures in the main dialog. Deactivating this option might be useful for people with slow CD drives.

- If you activated **Game aid colors** then the different kinds of game-aids in the sub-lists will be indicated by color.

- **Dialog textures** switches the stone pattern from the dialogs on or off.

- **Control bitmaps** turns the small images on the buttons on or off.

- If **Colored game-aid lists** is activated, the selection list boxes are represented graily and whitely for better readability.
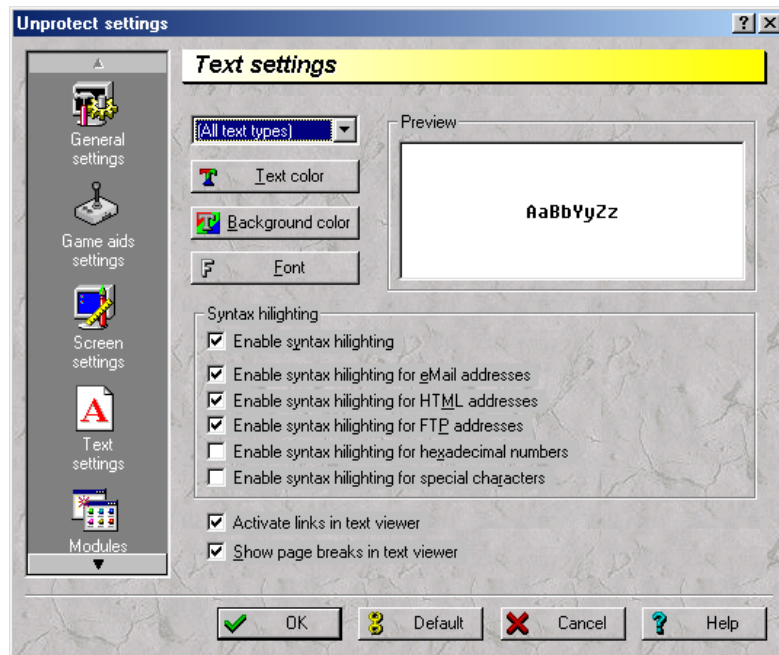
Text settings

Figure 19: Text settings

This dialog give you the ability to configure your favorite colors for the text viewer and text editor. You can also activate the synatx highlighting for special text fragments, like eMail-addresses or URLs.

- If you have access to the Inernet you may **activate links in text viewer**. This gives you the possibility to follow URLs, FTP- or eMail addresses.

- If you select "**Show page breaks in text viewer**" you'll see a line after each page in the text viewer.

- **Word wrap** automatically wraps lines that are to wide to be displayed on the screen, so that you don't have to scroll the text to read it.
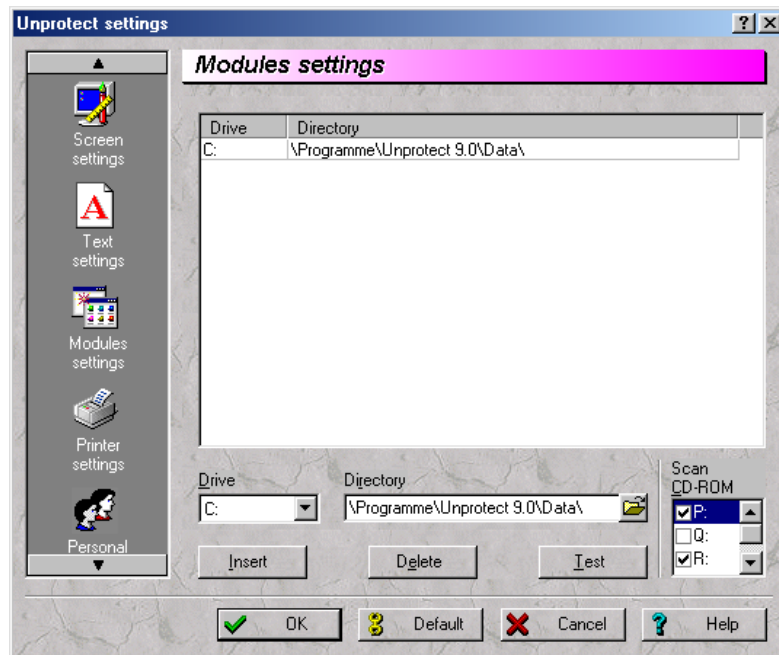
Modules settings

Figure 20: Modules settings

In this settings dialog you can define up to the smallest detail where Unprotect shall search for new index files (*.UPX) or module files (*.UPM) at the start.

The Unprotect directory as well as the Unprotect data directory are always searched for modules automatically and needn't to be taken into account further here.

If you have archived Unprotect modules on your fixed disk or scattered them somewhere else and you wouldn't like to copy these into the Unprotect directory, then you can indicate further paths which Unprotect shall search.

If you e.g. have stored some modules in the folder: E:\Download\New modules\, simple choose **Drive** E: and the **Directory** \Download\New modules\. You can quickly check the directory for Unprotect modules with the **Test** button and insert them to the search list with the **Insert** button.

In addition, Unprotect searches all CD-ROM drives (**Scan CD-ROM**) per default for Unprotect CDs when starting. You can include/exclude each CD-ROM from this search process.
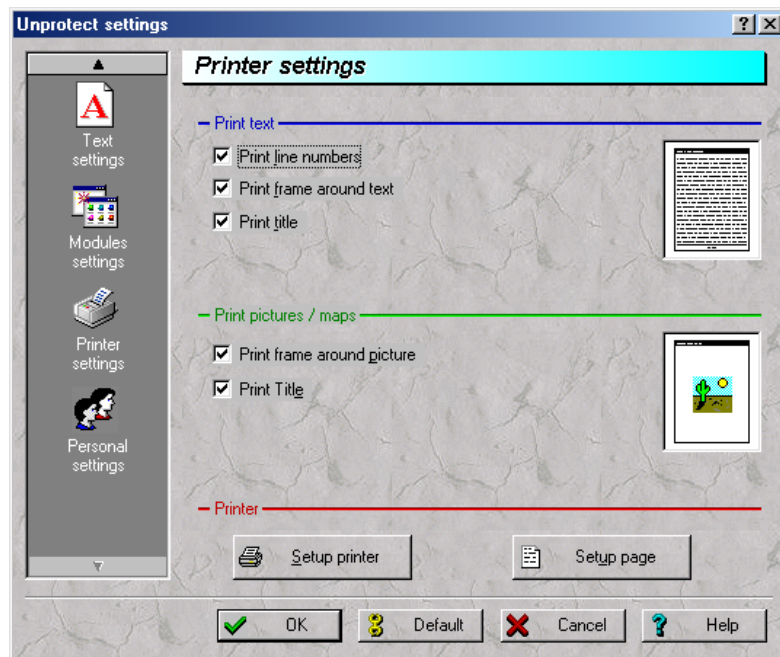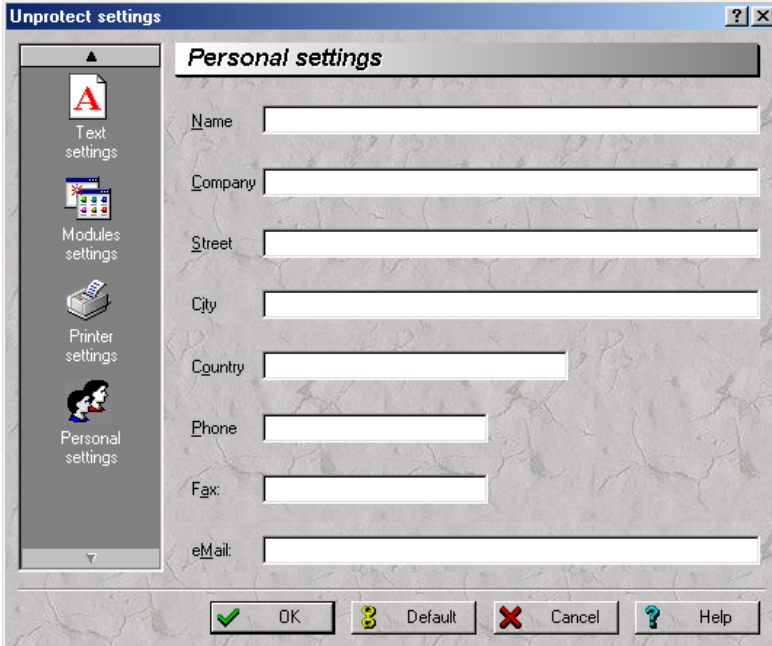
Printer settings

Figure 21: Printer settings

- If you activate „**print page numbers**", Unprotect prints a page number on each printed page.

- The function „**print frame around text**" prints a frame on each page around the text/picture.

- „**Print title**" prints the game name or file name above the text/picture on each page.

- **Setup printer** and **Setup page** executes the Windows printer option dialogs.

Personal settings

Figure 22: Personal settings

You can enter you address at this dialog. This option is meaningful, if e.g. you order updates or send eMails to us regularly.

Of course, your data aren't reprocessed elsewhere. The address is used by the order-/eMail module only. Your address is saved in the Unprotect configuration file UNPWIN.INI which can be deleted any time. The file is then created newly with the defaults.

Using the game-aids

As soon as you have selected a game from the main window and pressed the *Start* button or *Enter* key, a new window with a sub-list containing all game-aids for that game will appear:
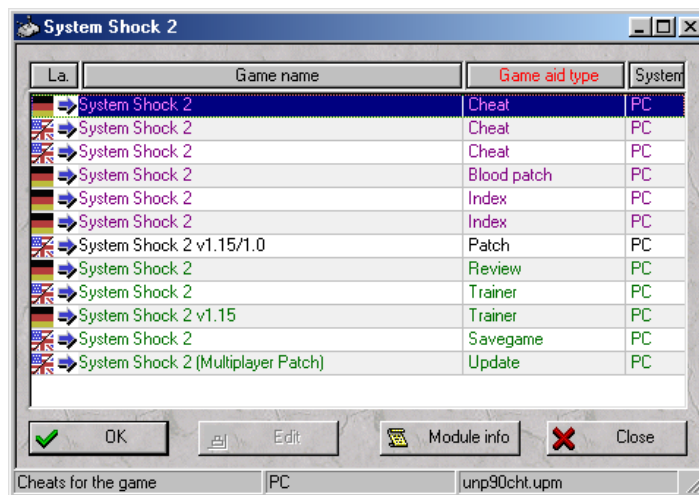

Figure 23: Sub list

The type of the game help is shown at the end of the line and is explained in more detail in the status line at the bottom. Further information about the system, medium and operating system will be shown to the right if available.

The *Module info* button displays additional information about the module that contains the currently selected game help. If this is no protected game-aid, then you may modify it by pressing the *Edit* button, opening the built-in module editor.

Meaning of the flags

The small flag allows you to distinguish the language of the game-aids more easily. This flag, however, may have different meanings depending on the type of game-aid.

Normally, an english flag indicates an english language game-aid. This is the case with all **text based** aids, as well as description texts for **file based** types like trainers, maps, editors, etc.

For **patches** and **updates**, however, the flag indicates the version of the game. E.g. a french flag indicates a patch that has been released for the french version of the game, even if the text describing the patch is in a different language.

Pressing the *Ok* button or the *Enter* key starts the respective game-aid, the results of which will, of course, differ from type to type:

Patches

When applying a patch, you will first have to specify the directory in which the game was installed. You can either type in the directory path directly or select it via the directory dialog.

If you selected *Scan harddisk* in the *General settings* of the *Settings* menu, then Unprotect will try to find the game on your harddisk(s) automatically. It might be, however, that you have to enter the directory path manually, even if you have selected this option.

Unfortunately, sometimes there are so many different versions of a game (english, german, v1.0, v1.1, etc.) that we cannot guarantee that the respective patch really works. In most cases, however, the patch might succeed nevertheless. It might be useful to know the three different kinds of patches which Unprotect contains:

1) Direct modification of a certain address:
This changes the value at a specific address in the file, regardless of the previous contents of this address. This normally works only with the version that the patch was designed for. If you own any other version, then the wrong value might get modified, which would have no effect or would even crash the program. If this is the case, then you can use the restore functions of Unprotect. If disabled backup copies, then you will have to reinstall the game!
Another reason for an error could be that the game was compressed with an EXE compressor. This method was quite popular with DOS games, because it saved some disk space. If this is the case with a game, then you should decompress it (usually the main program) and the try to patch it again. If you specified an EXE expander in the *General settings*, then Unprotect will execute the expander program while trying to apply the patch. If this fails for whatever reason, then you can try to expand the file manually and then try to patch it again. If you do not already own such an expander you will find some in the TOOLS directory on your 1st Unprotect CD.

NOTE: Windows programs and 32bit DOS programs, e.g. games that use the DOS extender DOS4GW, cannot normally be compressed. It's no use trying to decompress such programs!

Since this type of patch is only valid for a special version of the game, Unprotect prefers the following method.

2) Direct search for certain values and replacement with other values:

This method has the advantage of searching for a specific byte sequence, which allows you to patch multiple versions of a game where the byte sequence just might be located at another position in the file. If the byte sequence cannot be found, then you should check if the file was compressed via an EXE compressor.

If everything else fails, you might want to mess with the program code yourself:

If you enabled the log function of Unprotect, then you can read the log file after trying the patch. There you will find the byte sequence that was searched (in hexadecimal values), e.g. 75 3E E8 EF. Since this sequence was not found, you have the option of searching for slightly different sequences (using the built-in Hex editor), maybe only for the first three bytes. If you are lucky, these are found and might even be the correct position to change. You should then check if this sequence occurrs more than once in the file and try these one after the other.

This is by no means a guarantee for a new patch, but it might be worth trying! If you find a new patch with this method, then you can integrate it with the built-in patch editor or send it to us, so that we can include it in the next version of Unprotect.

3) Copying a file:

This just replaces a file of the game with a newer or modified version, or it installs an alternate start up program for the game. This might even work with different versions of the game, but if it doesn't, then there is normally no way to apply the patch any other way.

In addition, there are often small patch programs copied into the corresponding game directory. Normally, these must be executed once and then change a couple of bytes so that the desired action steps into operation. In such a case Unprotect enquires whether these files shall be started automatically.

In addition, at Windows games it can occur, that a .REG file is also copied into the game directory. In such a case you must import these .REG files to your registry. Either manually by double clicking on it or automatically by Unprotect.

Note: On a few games you must edit these .REG files with the Unprotect text editor first before you can import them to your registry, e.g. you have to edit the correct path in the .REG files.

Textbased game-aids   All text based game-aids, such as cheats or solves, can be viewed, printed or exported (for private use only!) in Unprotect. To use these features, just open the text viewer:
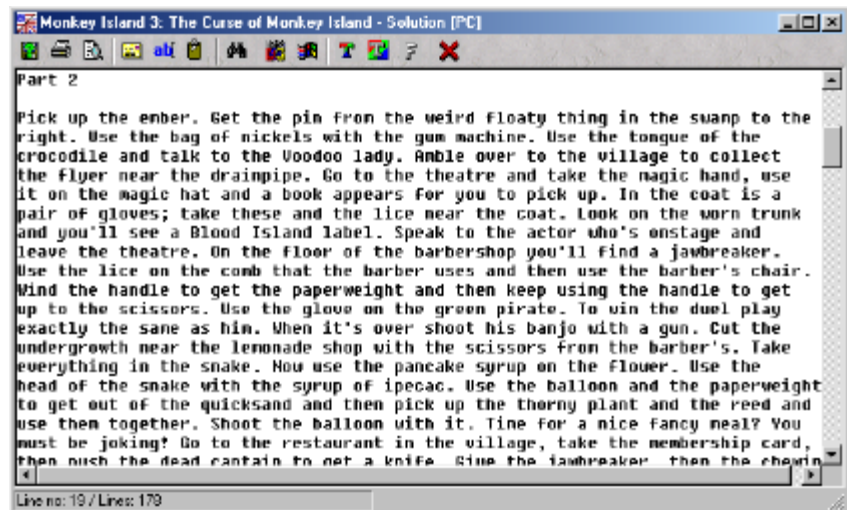

Figure 24: Text viewer

You can move through the text via mouse or the keyboard. You can activate many functions by pushing one of the toolbar buttons, like:

- Save/export text (DOS Text, Windows Text, HTML file or EXE file)
- Print text
- Print preview
- Send text as eMail
- Edit text
- Copy text to clipboard
- Search text
- Convert OEM -> ANSI
- Convert ANSI -> OEM to view DOS texts under Windows.
- Change text color
- Change background color
- Change font
- Close text window

Alternatively you can open the following context menu with a right mouse click. The menu contains the same functions as listed above:
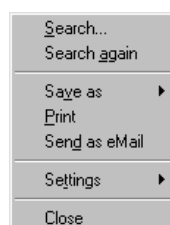

Figure 25: Text viewer – Context menu

Filebased game-aids

For file based game-aids, Unprotect first displays a short description in the text viewer (if available) and then copies some files to the game directory if you agree. These files are usually accompanied by an info text file which explains how to use that game help.

If, for example, a game trainer only consists of a single file, then this will be copied. If it consists of multiple files, then an archive dialog will be opened, which shows all the files belonging to this game-aid and which enables you to copy these files to a directory on your harddisk. You can choose this directory by entering the path in the input line or by selecting it using the *Directory* button.

Now you can install all the files by pressing the *Expand* button or you can just copy the .ZIP file by pressing the *Export* button. In addition to that, you can view the currently selected file by pressing the *Show* button. Unprotect tries to show the selected file with an useful program, e.g. HTML files in your internet browser.
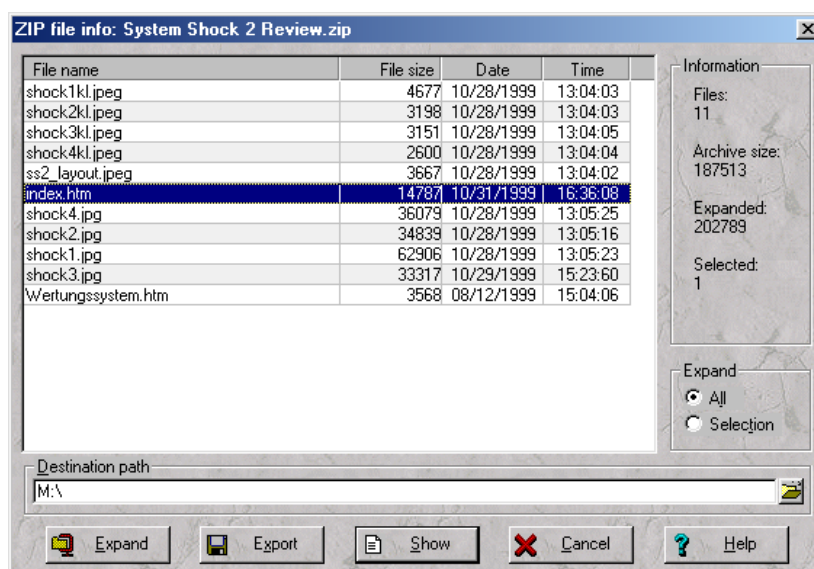

Figure 26: Archive dialog

Updates

Unfortunately there is no common install standard for updates. Unprotect handles these like other text based game-aids. If the manufacturer of the game included an install text or even an install program, then Unprotect will display this text or execute this program. In any other case the update files can be expanded or exported via the archive dialog.

If updates contain their own install program, then it is advisable to expand the files to a seperate directory first and then install them from there.

If there is no description available, then you need normally only copy all the files to the respective game directory.

Many (older) updates only consist of the files PATCH.EXE and PATCH.RTP. These must be copied to the game directory and can then be executed by the following command:

PATCH PATCH.RTP.

After applying the patch you can delete these two files.

Level

All levels are contained in Unprotect in compressed form to use the CD space more efficiently. Like other file based game-aids you can copy or expand level archives with the archive dialog.

The inclusion of the levels into the game differs from game to game, but you will usually find a short text file with the levels, describing the level and how to install it. Otherwise, you should consult the manual of the game for any information on how to include additional levels.

At the time this manual was written there were about 4.000 levels/addons contained in Unprotect for the following games:

- Abuse
- Apache Longbow 2
- Armored Fist
- Civilization 2
- Civil War
- Creatures
- Dark Forces
- Descent
- Descent 2
- Die Siedler 2
- Duke Nukem 3D
- European Air War
- Falcon 4.0
- Flight Simulator 2000
- Flight Unlimited 2
- Grand Prix 2
- Grand Prix Legends
- Heretic
- Heroes of Might & Magic
- Heroes of Might & Magic 2
- Heroes of Might & Magic 2: Expansion Pack
- Hexen
- Hunter Hunted
- Interstate 76
- Jagged Alliance
- Jane's Combat Simulations: F-15
- Jetfighter 3
- Links LS
- Lode Runner
- Micro Machines 2
- Midtown Madness
- MS Combat Flight Simulator
- Need for Speed
- Need for Speed 3
- Need for Speed 4
- NHL Hockey '96
- Panzer General 2
- POD

- Quake
- Rise of the Triad
- Roller Coaster Tycoon
- Silent Hunter
- Sim City 2000
- Steel Panthers 2
- Stunts
- TOCA 2
- Top Gun: Fire at Will!

- Total Annihilation
- War Wind
- Warcraft 2
- Warlords 2
- Wing Commander Academy
- Worms
- Worms 2
- Worms Reinforcements

We will now describe the installation procedure for some of the games:

Need for Speed:

If not already done, install 'Need for Speed' from your original CD by choose 'user defined installation' and selecting everything (Important!).

You can now copy a new racing track from Unprotect to the subdirectory NFS\SIMDATA\MISC on your harddisk. Every trach (*.TRI) belongs to a certain location. TR1 is Rusty Springs, TR3 is Vertigo Ridge, the tracks (AL*.TRI) belong to the mountains and the tracks (CY*.TRI) belong to the city.

You should make backup copies of your original tracks, because these will be overwritten. Of course, you can always reinstall them from your CD.

War Wind:

The new levels can be copied to the WARWIND\DATA\NETWORK directory. You can then choose 'Custom scenario/single player' in the game.

Maps & Graphics

Descriptions of the maps or graphics can be viewed with the text viewer. Afterwards you can view the map from the following selection box. Just click on one of the little preview buttons to display the map/graphic in it's original format.
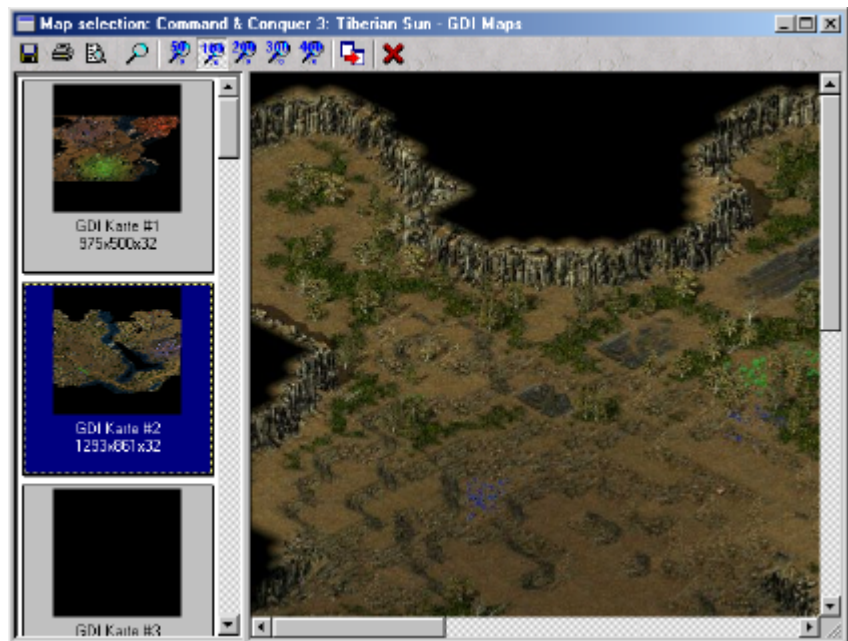

Figure 27: Map viewer

When viewing the map you can activate some additional features via the context menu.(right mouse botton) or by using the toolbar:
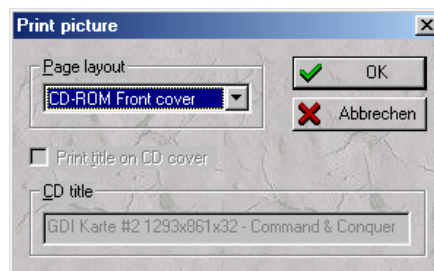

Figure 28: Map viewer – Print picture

Here you can influence the size of the print output under **page layout**, e.g. print pictures at the size of a CD cover or inlay card.

The function **Save** allows you to save the map/graphic to a .PCX, .BMP or .JPG file.
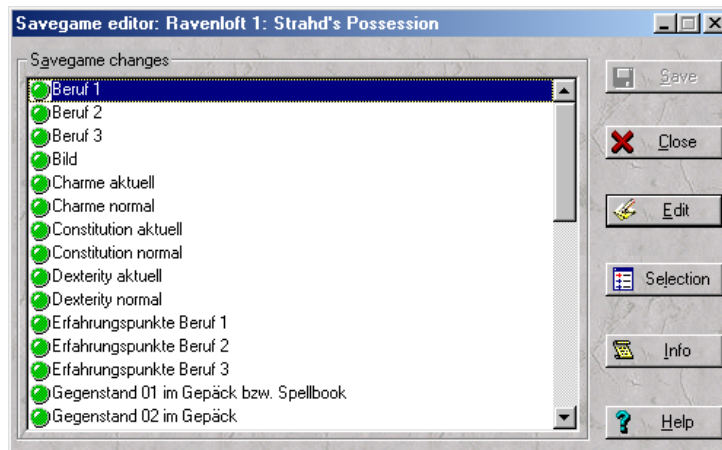
Savegame editors

Figure 29: Savegame editor

The features of the savegame editors vary from game to game, but they are usually quite similar in their use. You can select the attribute you want to change from the list of **Savegame changes**, e.g. more energy, other items, etc.

Depending on the editor only certain attributes can be activated or you may enter own values. The button *Edit* takes you to another dialog where you can modify the selected attribute. Any changes will be indicated by a red arrow, while the original values are indicated by a blue arrow. All changes will be made only when pressing the *Save* button.

If there is any further information available about this savegame editor, then you can view it by pressing the *Info* button.

If a savegame contains several 'sub-savegames' internally, then you can choose a savegame with the *Selection* button.

Chapter 4 - The Hex editor

Overview

Figure 30: Hex editor

The Hex editor is a powerful tool which allows you to modify files or to develop new cheats. It's operation is kept simple through a lucid menu structure.

The Hex editor can be used to directly try the HEX cheats integrated in Unprotect.

You can start up the Hex editor by pressing the *F6* key or by selecting the respective menu entry in the *Tools* menu. If you specified a filename as an argument when starting Unprotect, then Unprotected will automatically open the Hex editor with that file!

If you are not sure of what to modify, or if you only want to 'play' a bit with this tool, then please remember to make a backup copy of the file you are about to change!

Basics

Number systems

In order to modify savegame files you need to know at least the basics of number systems. Most of the people are familiar with decimal number system. Computers, on the other hand, understand on two values whether signal is high or low (or on and off) so it can only use number system that consist of 1's and 0's. This may sound complicated but after few savegame modifications you will have no problems with converting numbers.

Bytes, Words, Double Words

The base unit of information for computer is bit (you already know that it can be 1 or 0). Bits can be grouped to store more information. A group of 8 binary digits is commonly know a byte. Byte can represent 256 different combinations of bits. When two bytes (16 bits) are grouped together it's called word. Such group can hold 65,535 bits of information. Finally you may want to group 4 bytes, such combination is called double word.

Signed and unsigned numbers

So far we have used only numbers above zero, but sometimes programmer need to use negative numbers. To mark number as negative we use left most bit of byte (highest). If it's set to 1 we got negative number otherwise 0 means positive number. In result when using signed numbers we loose one bit for this purpose so signed byte hold values -128..127 (maximum number that can be represent on 7 bits)

Type	Range	Format
SHORT	-128..127	signed 8-bit
INTEGER	-32768..32767	signed 16-bit
LONG	-2147483648..2147483647	signed 32-bit
BYTE	0..255	unsigned 8-bit
WORD	0..65535	unsigned 16-bit
DWORD	0..4294967295	unsigned 32-bit

Base conversions

Humans usually use 10 digits to represent numbers. One digit gives us 10 possible states, two give 100 (00..99). We can derive a rule from this: each additional digits gives 10^x possibilities. Number 10 (for computer it's 2) is called system base. System based on number 2 is called binary, while base on 10 is called decimal. System base on 16 is called hexadecimal, I will write about it later.

Example:

It's obvious that how we should define numbers in decimal system, for example 1999. What is the meaning on each digit? We can represent it in following way: 1 * 1000 + 9 * 100 + 9 * 10 + 9 * 1. As you probably noticed all multipliers are the power of 10, so we can also use this notation: $1* 10^3 + 9*10^2 + 9*10^1 + 9*10^0$. You can see that each digits is multiplied by power of base (starting from 0 for right most digit).

Let's go back to binary system. You may guess that we have to multiply each digit by power of of the base (2). We can take the same number as in above paragraph. Its binary representation is 11111001111.

$11111001111 = 1*2^9 + 1*2^8 + 1*2^7 + 1*2^6 + 0*2^5 + 0*2^4 + 1*2^3 + 1*2^2 + 1*2^1 + 1*2^0$

Now it's the time to introduce hexadecimal numbers. If you want to represent large numbers in above systems you may noticed that those numbers are long. For example 1,000,000 in decimal system will become 11110100001001000000 in binary system. It's rather difficult to manipulate on such large number of 1's and 0's. It quite obvious that when system base grows length of number is smaller. In hexadecimal system we use 16 digits, 0..9 then A..F (10,11,12,13,14,15). Let's check our number in this system, it's F4240.

$F4240h = 15*16^4 + 4*16^3 + 2*16^2 + 4*16^1 + 0*16^0 = 15*65536 + 4*4096 + 2*256 + 4*16 + 0*1 = 1,000,000$

Well, we come from 20 digits in binary system to 5 in hexadecimal.

Don't worry, you will not have to do all this calculations every time you need to convert numbers from one system to another. Just use the build-in tools from your Unprotect Hex editor!

Operation

This chapter describes all the functions of the Hex editor and explains how to operation.

File menu

```
Open                    ▶
Close          Ctrl+F4
Save           Ctrl+S

Change directory...
Print...       Ctrl+P

Exit
```
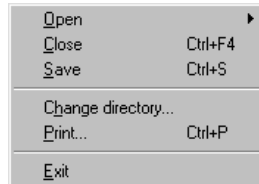
Figure 31: Hex editor – File menu

- **Open**: Loads a new file into the Hex editor. An already opened file will be saved before the new file is opened. You can choose between three alternatives:

  - **Edit file on harddisk** is useful if you wish to edit large files, because the Hex editor loads only some bytes in the main memory.

  - **Edit file in memory** loads the whole file in your PCs memory.

  - **Edit process** allows you to edit other programs/processes that are already running on your system.

- **Close**: This closes the current file.

- **Save**: This saves the current file.

- **Change directory**: Opens the *Change directory* dialog, which allows you to change the current directory, thus allowing you to open files in that directory more quickly.

- **Print**: Prints the current page.

- **Quit**: Closes the Hex editor.

Search

```
Seach...           Ctrl+F
Repeat search      F3
Replace            Ctrl+H
Abort serach

Compare...
File encryption...

Goto to...         Ctrl+G
Goto again         Ctrl+A
Goto begin of file Ctrl+Home
Goto end of file   Ctrl+End
```
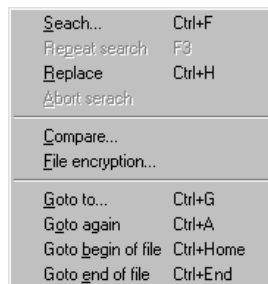
Figure 32: Hex editor – Search menu

- **Search**: Opens a dialog with multiple search options.

- **Search again**: Repeats the last search.

- **Replace**: Opens a dialog with multiple search and replace options.

- **Compare**: Opens a dialog with multiple compare options. These will be discussed in more detail on page 67**Fehler! Textmarke nicht definiert.**.

- **Encryption**: This will display a dialog which allows you to encrypt and decrypt files. This will be discussed in more detail on page 70.

- **Go to**: Opens a dialog which moves the cursor to the address specified in decimal or hexadecimal.

- **Go again**: Adds this address to the current address and moves the cursor to that position.

- **Goto begin of file** moves the cursor to the beginning of the file or process.

- **Goto end of file** moves the cursor to the end of the file or process.

Tools

Character table
Calculator
Base converter
Encryption

Show ▸
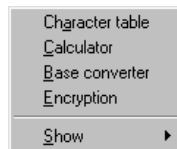
Figure 33: Hex editor – Tools menu

Character table

- **Character table:** This displays a table containing all characters, which can be directly inserted into the Hex editor.
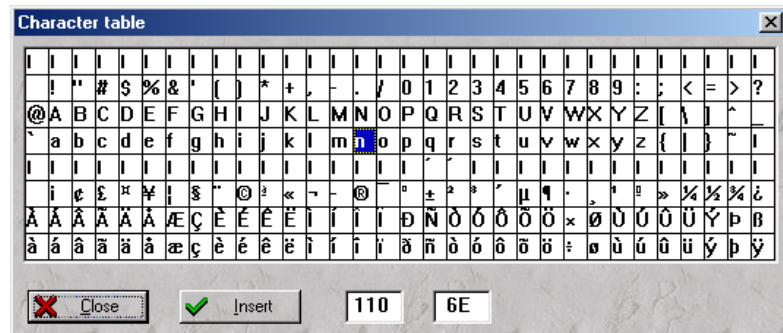
Figure 34: Hex editor – Character table

Calculator

- **Calculator**: Unprotect executes the Windows calculator (if installed on your system).
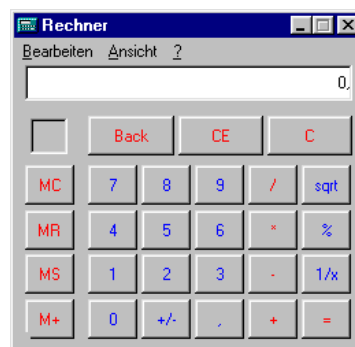
Figure 35: Hex editor - Calculator

Encryption

- **Encryption**: This shows a dialog which lets you define how to encrypt a byte.
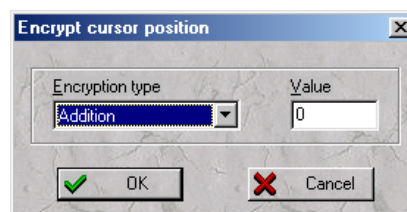
Figure 36: Hex editor – Encrypt cursor position

The following encryption methods are supported:

- **Addition**: The **Value** from the input line will be added to the value at the cursor position.

- **Substraction**: The **Value** from the input line will be substracted from the value at the cursor position.

- **Shift left**: The value at the cursor position will be shifted to the left by as many bits as are specified in the input line.

- **Shift right**: The value at the cursor position will be shifted to the right by as many bits as are specified in the input line.

- **Exclusive or**: Certain bits can be inverted by exclusive or.

Example:

	decimal	binary
Cursor Value	128	10000000
Value	129	10000001
Result	1	00000001

Show

- Show:

✔ OEM characters
ANSI characters
ASCII characters
✔ Unsigned decimal
Decimal
Unsigned hexadecimal
Hexadecimal
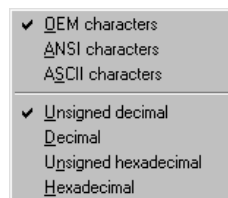
Figure 37: Hex editor – Show menu

- **OEM characters**: This enables all characters in the range of 0 to 255 (8-bit). The characters are displayed in the OEM (DOS compatible) format

- **ANSI characters**: This enables all characters in the range of 0 to 255 (8-bit). The characters are displayed in the ANSI (Windows compatible) format

- **ASCII characters**: This enables only the characters in the range of 0 to 127 (7-bit, DOS compatible).

- **Unsigned decimal**: Numbers in the status line will be shown as unsigned decimal values. The first value is the one that the cursor is on. The second is a 16-bit word value and the third a 32-bit dword value.

- **(Signed) decimal**: As above, but the values are now shown as signed decimal values.

- **Unsigned hexadecimal**: As unsigned decimal but in hexadecimal format.

- **(Signed) hexadezimal**: Like signed decimal but in hexadecimal format.
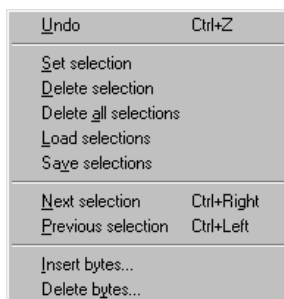
Edit

Figure 38: Hex editor – Edit menu

- **Undo**: All changes on one screen page will be restored.

- **Set selection**: The actual byte at the cursor position will be marked.

- **Delete selection**: All selections, which might result from a file comparison, are deleted.

- **Delete all selection**: All selections will be erased, e.g. if you've made a file comapre there are usually many selections to show you the result.

- **Load selections**: Selections can be loaded from a file.

- **Save selections**: Selections (shown in yellow), which might be created manually or by file comparison, can be saved for later use.

- **Next selection**: The cursor moves to the next selection, if available.

- **Previous selection**: The cursor moves to the previous selection, if available.

- **Insert bytes:** The Hex editor inserts the desired amount of bytes at the cursor position. This function is only activated, if you edit a file in memory!

- **Delete bytes:** The Hex editor deletes the desired amount of bytes at the cursor position. This function is only activated, if you edit a file in memory!

Search dialog
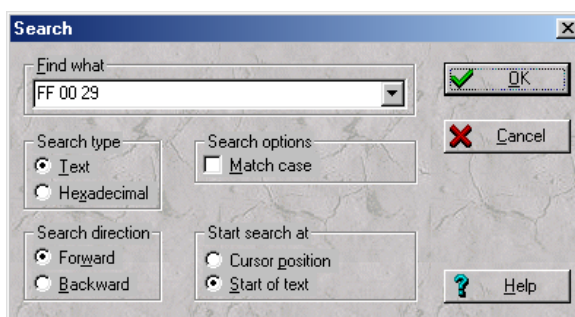
Figure 39: Hex editor – Search dialog

- **Find what**: You can enter a text or hexadecimal values in the format xx xx etc. here.

- **Search type**: You can choose wether to search for text or numbers.

- **Search options**: You can select wether the search should be case-sensitive.

- **Search direction**: Here you can specify if you want to search forward or backward.

- **Start search at**: You can choose wether to search from the current cursor position or from the beginning of the file.
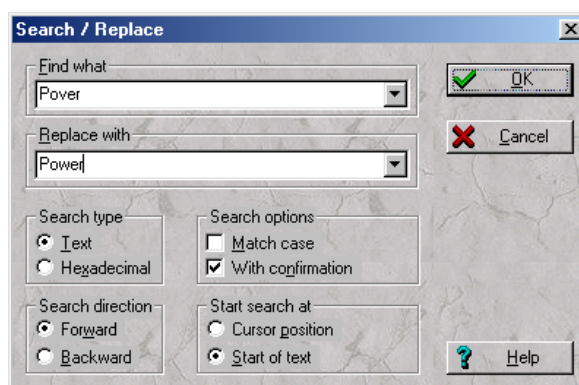
Search / Replace

Figure 40: Hex editor – Search/Replace dialog

- **Find what**: You can enter a text or hexadecimal values in the format xx xx etc. here.

- **Replace with**: You can enter a text or hexadecimal values in the format xx xx etc. here.

- **Search type**: You can choose wether to search for text or numbers.

- **Search options**: You can select wether the search should be case-sensitive and if you want to be asked to confirm each replace.

- **Search direction**: Here you can specify if you want to search forward or backward.

- **Start search at**: You can choose wether to search from the current cursor position or from the beginning of the file.

Compare
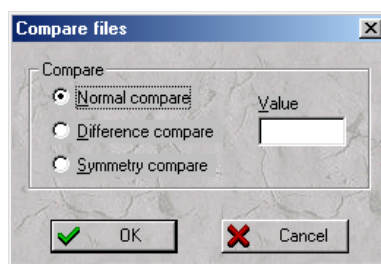
Figure 41: Hex editor – Compare dialog

Normal compare

Normal compare: The current file and another file are checked for differences. These will be shown as selections in the Hex editor.

Example:

One use for the search command would be to find the address in a savegame where the amount of ammunition is stored. If you knew the address, then you could easily increase your ammunition!

Try out these steps:

1) Start your game. Move your character to some fixed spot and note the amount of ammunition you have.

2) Now save the game.

3) Shoot once and note the amount of remaining ammunition again.

4) Move exactly to the same spot as before and save the game again to a second file.

Note: If you can only have one savegame, then you should first make a backup of that savegame after the second step.

5) Now leave the game.

6) Open the first savegame in the Hex editor and select *Compare files* with the *Normal compare* option.

7) After confirmation you will be asked for the second savegame. All differing values will be selected after comparison.

8) If only one difference was found and if this address contains your noted ammunition values, then you have found the address of the ammunition. If not, then you might tr other search methods or limit the search with three or more savegames. To do this, you choose normal search again and only search in the selected section.

Specials:

Some games display, for example, the number of remaining lives as 0, but internally save this number as a 1 (the current life). You should consider this when searching!

Normally the found addresses will be isolated from one another. If the same value is found several times in direct sequence, then this is most probably not the address of the ammunition.

Some games might save the ammunition more than once, but usually no more than two or three times.

It is more efficient to search for values that change (e.g. decrease). Attributes which are calculated through formulas (like the speed of a charakter in a role-playing-game, depending on the items carried) cannot be found using this method.

Difference compare

Difference Search: Two (or more) files will be searched for certain differences, which can be specified in the **Value** input line.

Example:

If you have entered the value 50, then all spots will be selected where the difference of the values from the files is 50, e.g. 200 and 250.
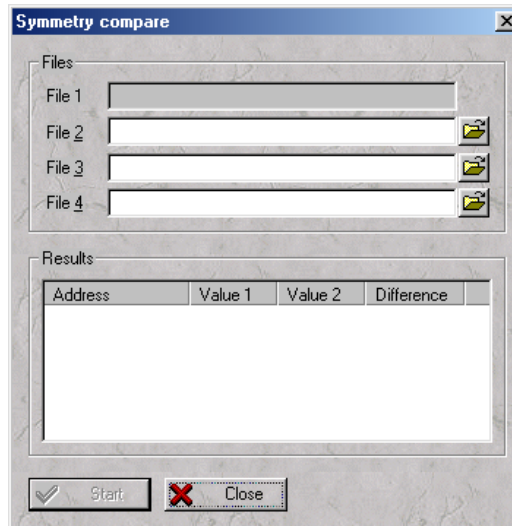
Symmetry compare

Figure 42: Hex editor - Symmetry compare

The symmetry comparison allows you to find the values for items in savegames.

To start the comparison, you will need four different savegames, which should be created as described in the following example. In the list of files the filename which is edited in the Hex editor will be automatically inserted, so you will need to specify three additional savegames.

Example:

You are playing a role-playing-game and want to know which value represents the sword of your character, or where it is stored in the savegame:

First save your game with your character holding the sword in his hand. Then drop the weapon and save to another savegame. Then take your weapon again and play for a short time. Save your game to a third savegame. Then drop the weapon again and save to a fourth savegame.

Specify these savegames in the list by clicking on the *New file* button and choosing a file from the file dialog. *Delete* allows you to remove a file from the list. After pushing the *Start* button, Unprotect starts the comparison. The results will be shown in the **Compare result** list, with the number of spots found shown next to **Found**. There should only be a few spots found, so the chance is greater that the desired spot is among them. If too many such spots are found, you can replace some of the files in the list and retry. As soon as you are satisfied with the result you can save it or print it by using the window menu entry *Save list* or *Print list*. Push *Close* to return to the Hex editor, where you will find all found spots to be shown in yellow, so you can easily modify them.
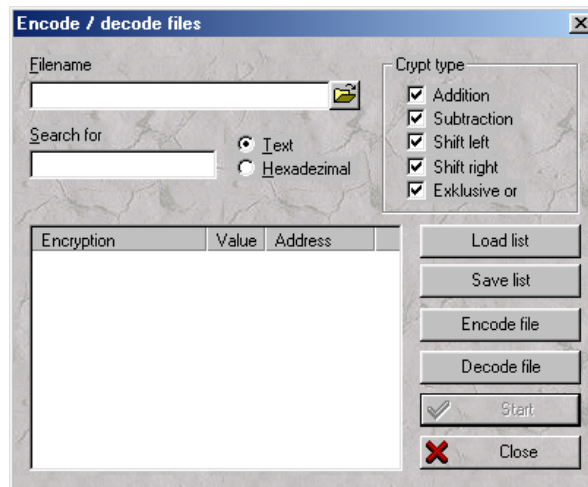
File encryption

Figure 43: Hex editor – File encryption

Some game companies encrypt their savegames so that it is not possible to search for values like energy or something else. This dialog allows you to crack some of the easier encryption methods. Just choose a file which then appears in the **File** input line. Now enter some text or a sequence of hexadecimal values to search for.

After pressing *Start*, Unprotect will try all possible combinations of the choosen encryption methods and show the results in the list. You should make sure to search for at least six characters or values so that you achieve a more precise result. The best would be that only one entry appears in the list, because then you can be quite sure that the file has been encrypted with this method. When the search is finished, you can load the list or save it. You can now decrypt or encrypt the file for modification.

Decrypt the file and open it in the Hex editor. Modify the desired values and encrypt the file again. Remember to make a backup copy, because you cannot be absolutely sure you got the right encryption method.

Chapter 4 - The enhanced Hex editor

Overview
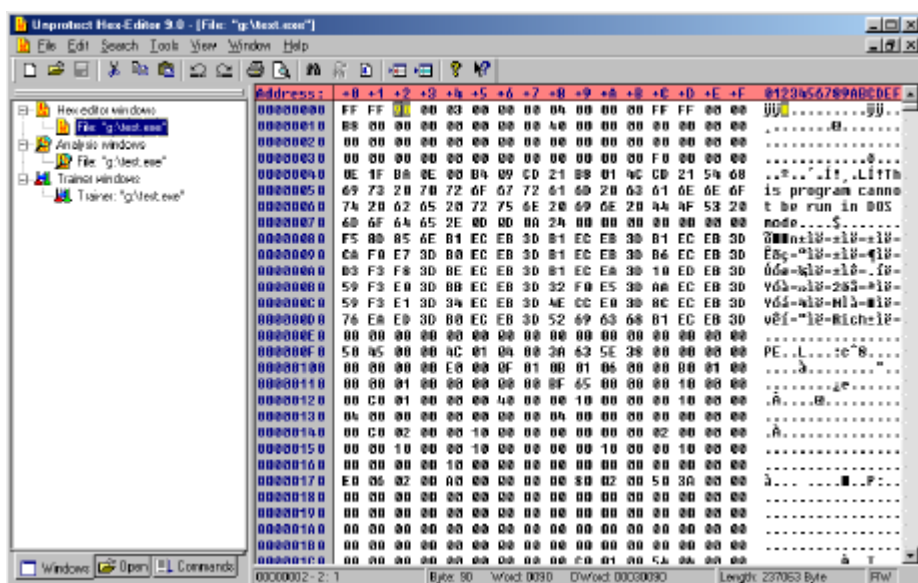
Figure 44: Enhanced Hex editor

The enhanced Unprotect Hex editor is a mighty tool that allows you to edit files or create your own new cheats. You can use it with the in Unprotect integrated hex cheats or you can create your own trainer.

If you are not sure of what to modify, or if you only want to 'play' a bit with this tool, then please remember to make a backup copy of the file you are about to change!

Basics

Number systems

In order to modify savegame files you need to know at least the basics of number systems. Most of the people are familiar with decimal number system. Computers, on the other hand, understand on two values whether signal is high or low (or on and off) so it can only use number system that consist of 1's and 0's. This may sound complicated but after few savegame modifications you will have no problems with converting numbers.

Bytes, Words, Double Words

The base unit of information for computer is bit (you already know that it can be 1 or 0). Bits can be grouped to store more information. A group of 8 binary digits is commonly know a byte. Byte can represent 256 different combinations of bits. When two bytes (16 bits) are grouped together it's called word. Such group can hold 65,535 bits of information. Finally you may want to group 4 bytes, such combination is called double word.

Signed and unsigned numbers

So far we have used only numbers above zero, but sometimes programmer need to use negative numbers. To mark number as negative we use left most bit of byte (highest). If it's set to 1 we got negative number otherwise 0 means positive number. In result when using signed numbers we loose one bit for this purpose so signed byte hold values -128..127 (maximum number that can be represent on 7 bits)

Type	Range	Format
SHORT	-128..127	signed 8-bit
INTEGER	-32768..32767	signed 16-bit
LONG	-2147483648..2147483647	signed 32-bit
BYTE	0..255	unsigned 8-bit
WORD	0..65535	unsigned 16-bit
DWORD	0..4294967295	unsigned 32-bit

Base conversions

Humans usually use 10 digits to represent numbers. One digit gives us 10 possible states, two give 100 (00..99). We can derive a rule from this: each additional digits gives 10^x possibilities. Number 10 (for computer it's 2) is called system base. System based on number 2 is called binary, while base on 10 is called decimal. System base on 16 is called hexadecimal, I will write about it later.

Example:

It's obvious that how we should define numbers in decimal system, for example 1999. What is the meaning on each digit? We can represent it in following way: 1 * 1000 + 9 * 100 + 9 * 10 + 9 * 1. As you probably noticed all multipliers are the power of 10, so we can also use this notation: $1 * 10^3 + 9*10^2 + 9*10^1 + 9*10^0$. You can see that each digits is multiplied by power of base (starting from 0 for right most digit).

Let's go back to binary system. You may guess that we have to multiply each digit by power of the base (2). We can take the same number as in above paragraph. Its binary representation is 11111001111.

$11111001111 = 1*2^9 + 1*2^8 + 1*2^7 + 1*2^6 + 0*2^5 + 0*2^4 + 1*2^3 + 1*2^2 + 1*2^1 + 1*2^0$

Now it's the time to introduce hexadecimal numbers. If you want to represent large numbers in above systems you may noticed that those numbers are long. For example 1,000,000 in decimal system will become 11110100001001000000 in binary system. It's rather difficult to manipulate on such large number of 1's and 0's. It quite obvious that when system base grows length of number is smaller. In hexadecimal system we use 16 digits, 0..9 then A..F (10,11,12,13,14,15). Let's check our number in this system, it's F4240.

$F4240h = 15*16^4 + 4*16^3 + 2*16^2 + 4*16^1 + 0*16^0 = 15*65536 + 4*4096 + 2*256 + 4*16 + 0*1 = 1,000,000$

Well, we come from 20 digits in binary system to 5 in hexadecimal.

Don't worry, you will not have to do all this calculations every time you need to convert numbers from one system to another. Just use the build-in tools from your Unprotect Hex editor!

Representation of 16bit and 32bit values

The storage in memory of values greater than 8bit differs from CPU to CPU. As mentioned before, a 16bit value exists of to 8bit values (a single byte). Some CPUs stores the least significant byte first. These CPUs are working with the "little endian" representation. The other possibility is called „big endian" representation.

All Intel CPUs are working with the little endian representation.

Example:

Representation	Value (Hex.)	Memory address: 00 01 02 03
Little Endian	01020304	04 03 02 01
Big Endian	01020304	01 02 03 04

Operation

This chapter describes all the functions of the Hex editor and explains how to operation.

File menu – Default mode
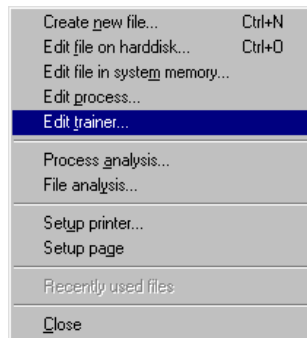
Figure 45: File menu - Default mode

- **Create new file:** This menu entry opens the „Create new file" dialog. There you can change the size of the new file. Furthermore you can create a file filled with a value between 0 and 255 or filled with random numbers.

- **Edit file on hard disk:** The selected file will be edited directly on your drive. All changes made will be saved immediately. The original file can be restored by using the backup or undo functions. This function is useful to edit large which will not fit into the system memory.

- **Edit file in system memory:** The Unprotect Hex editor loads the complete file into the system memory. Changes will only be written into the file after saving it. Some functions like inserting or removing bytes work much faster than on hard disk. This function isn't useful for large files.

- **Edit process:** Processes are programs which are still running. With this function you can change the memory of a process directly. Warning: Changing the memory of a process can result in instability or program crashes.

- **Edit trainer:** If you have the information for creating a trainer (e.g. addresses and values) you can enter this values directly. Furthermore you have the ability to load and save this information into a file or create a self-running trainer file.

- **Process analysis:** Here you can search a process for values in different ways. The results can be used to create a trainer.

- **File analysis:** This function is equal to the function „Process analysis" except it analysis files.

- **Setup printer:** This function opens the Windows default printer setup dialog.

- **Setup page:** This function opens the Windows default page setup dialog.
- **Close:** Quits the Unprotect Hex editor.

Tools menu – Default mode
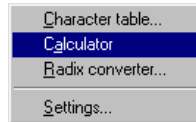
Figure 46: Tools menu - Default mode

- **Character table:** This option displays a table containing all characters, which can be directly inserted into the Hex editor.
- **Calculator**: Unprotect executes the Windows calculator (if installed on your system).
- **Radix converter:** The radix converter allows you to convert numbers between the binary, decimal and the hexadecimal system.
- **Settings:** This opens the Unprotect Hex editor setup dialog.

View menu – Default mode
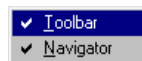
Figure 47: View menu - Default mode

- **Toolbar:** Shows or hides the toolbar.
- **Navigator:** Shows or hides the navigator window.

Help menu – Default mode
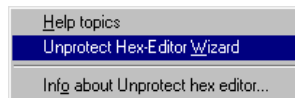
Figure 48: Help menu - Default mode

- **Help topics:** Opens the main help window. This allows you to navigate through all help topics.
- **Unprotect Hex editor wizard:** Opens the Unprotect Hex editor wizard which guides you through several functions of the Unprotect Hex editor.
- **Info about Unprotect Hex editor:** Several information about the Unprotect Hex editor.

File menu – Hex editor mode
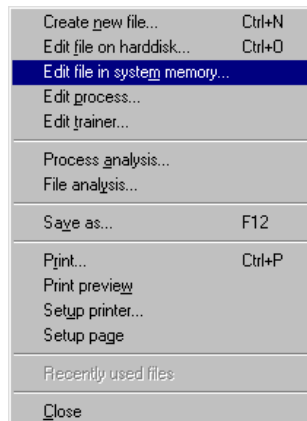
Figure 49: File menu - Hex editor modus

- **Save:** Saves all changes from the open file. This function is only available if you are editing a file in system memory.

- **Save as:** This function saves a file or a process to a file.

- **Print:** Prints one or more pages of the Hex editor window.

- **Print preview:** Displays a preview of the printable pages.

Edit menu – Hex editor mode

Figure 50: Edit menu - Hex editor mode

- **Undo:** Restores the changes you've made step for step.

- **Redo:** Redoes the restored changes step for step.

- **Select all:** Selects all values in the Hex editor window.

- **Cut:** Copies and removes the selected value into the clipboard.

- **Copy:** Copies the selected value into the clipboard.

- **Paste:** Insert the values in the clipboard into the editing file or process. Please remember that the existing value will be overwritten. If you need to insert spaces between the existing values please use the "Insert bytes" function.

- **Delete:** Removes the selected values.

- **Change value:** In the „Change value dialog" you can enter values in different formats. So it's not necessary to convert this values by your own.

- **Insert bytes:** With this function you can insert space for new bytes between two bytes before or after the cursor position.

- **Set / clear marker:** This function sets or clears marker. Marker are very useful for easier navigation and orientation inside files or processes.

- **Clear all marker:** All marker will be removed.

- **Next marker:** Jumps to the next marker beginning from the cursor position.

- **Previous marker:** Jumps to the previous marker.

- **Load marker:** Loads a table of marker from a file.

- **Save marker:** Saves a table of marker into a file.

Search menu – Hex editor mode

Find...	Ctrl+F
Find next	F3
Replace...	Ctrl+H
Abort search	
Normal compare...	
Difference compare...	
Symmetry compare...	
Hilight value...	
Clear hilight	
Go to...	Ctrl+G
Go next	Ctrl+F3
Go to begin of file	Ctrl+Pos1
Goto end of file	Ctrl+End
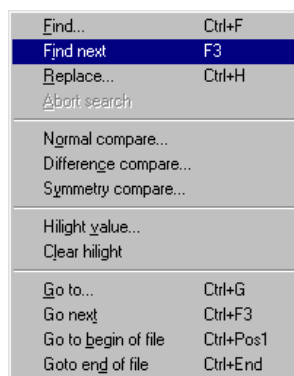
Figure 51: Search menu - Hex editor mode

- **Find:** Opens a dialog with multiple search options.

- **Find next**: Repeats the last search.

- **Replace**: Opens a dialog with multiple search and replace options.

- **Abort search:** Aborts the actual search.

- **Normal compare:** Compares to files or processes for equality.

- **Difference compare:** Compares to files or processes for a specific difference.

- **Symmetry compare:** The symmetry comparison is a powerful tool to find different kinds of values, e.g. items in savegames.

- **Highlight value:** This function allows you to highlight a value. The value will be shown in a different color inside the Hex editor window.

- **Clear highlight:** Clears the last highlight.

- **Go to:** Opens a dialog which moves the cursor to the address specified in decimal or hexadecimal.

- **Go next:** Adds this address to the current address and moves the cursor to that position.

- **Go to begin of file:** Moves the cursor to the beginning of the file or process.

- **Go to end of file:** Moves the cursor to the end of the file or process.
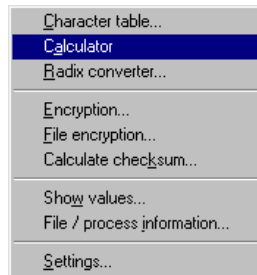
Tools menu – Hex editor mode

| Character table... |
| Calculator |
| Radix converter... |
| Encryption... |
| File encryption... |
| Calculate checksum... |
| Show values... |
| File / process information... |
| Settings... |

Figure 52: Tools menu - Hex editor mode

- **Encryption:** Allows you to encrypt the value selected at the cursor position.

- **File encryption:** In the file encrypt dialog you can encrypt or decrypt whole files.

- **Calculate checksum:** This function generates several checksums of the open file / process.

- **Show values:** The Unprotect Hex editor handles several value types. The "Show value" dialog show all supported values of the value selected by the cursor.

- **File / process information:** This shows several information about the open file / process. This information are different with files or processes. Furthermore they are varying under Windows 95 / 98 and Windows NT / 2000.

View menu – Hex editor mode
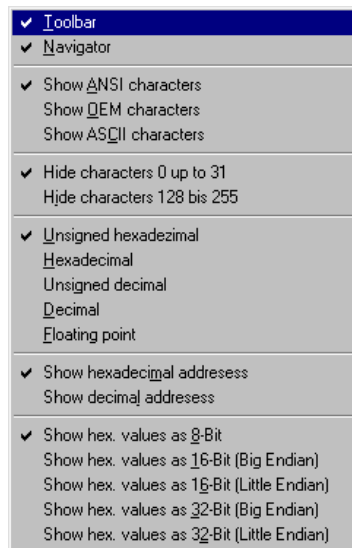
Figure 53: View menu - Hex editor mode

- **Show ANSI characters:** The Hex editor window draws the characters with the standard Windows ANSI font.

- **Show OEM characters:** The Hex editor window draws the characters with the standard DOS OEM front.

- **Show ASCII characters:** The Hex editor window draws the characters with the ASCII font.

- **Hide characters 0 up to 31:** All characters between 0 and 31 are replaced by a dot.

- **Hide characters 128 up to 255:** All characters between 128 and 255 are replaced by a dot.

- **Unsigned hexadecimal:** The values in the status bar are shown in unsigned hexadecimal format.

- **Hexadecimal:** The values in the status bar are shown in hexadecimal format.

- **Unsigned decimal:** The values in the status bar are shown in unsigned decimal format.

- **Decimal:** The values in the status bar are shown in unsigned decimal format.

- **Floating point:** The values are shown as floating point numbers with single precision (32-Bit) and double precision (64-Bit).

- **Show hex. values as 8-Bit:** The hex values are shown as single byte values.

- **Show hex. values as 16-Bit (Big Endian):** The hex values are shown as word values in the big endian format.

- **Show hex. values as 16-Bit (Little Endian):** The hex values are shown as word values in the little endian format.

- **Show hex. values as 32-Bit (Big Endian):** The hex values are shown as double word values in the big endian format.

- **Show hex. values as 32-Bit (Little Endian):** The hex values are shown as double word values in the little endian format.

Window menu – Hex editor mode
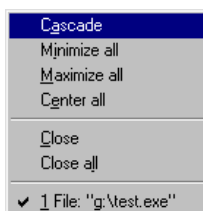
Figure 54: Window menu - Hex editor modus

- **Cascade:** Cascades all windows.

- **Minimize all:** Minimizes all windows.

- **Maximize all:** Maximizes all windows.

- **Center all:** Centers all windows.

- **Close:** Closes the active window.

- **Close all:** Closes all windows.

Edit menu – Analysis mode
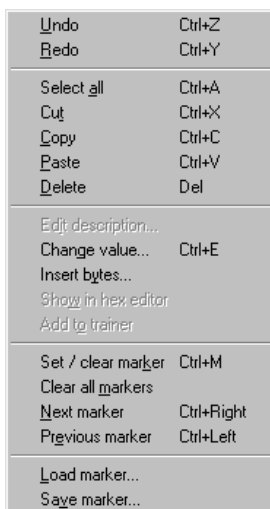
Figure 55: Edit menu - Analysis mode

- **Edit description:** You can enter a description for the selected entry.
- **Show in Hex editor:** The address of the selected entry is shown in the Hex editor.
- **Add to trainer:** Opens the trainer window and adds the selected entry to the trainer entry list.

**Search menu –
Analysis mode**

Find...	Ctrl+F
New search	
Find next	F3
Replace...	Ctrl+H
Abort search	
Normal compare...	
Difference compare...	
Symmetry compare...	
Hilight value...	
Clear hilight	
Go to...	Ctrl+G
Go next	Ctrl+F3
Go to begin of file	Ctrl+Pos1
Goto end of file	Ctrl+End
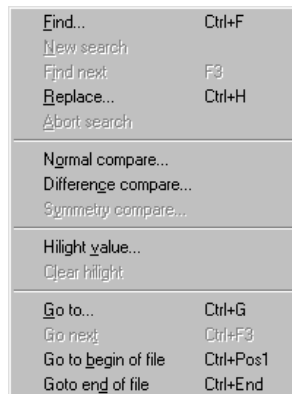
Figure 56: Search menu - Analysis mode

- **New search:** Clears the analysis list and starts a new search.

**File menu – Trainer
mode**

Create new file...	Ctrl+N
Edit file on harddisk...	Ctrl+O
Edit file in system memory...	
Edit process...	
Edit trainer...	
Process analysis...	
File analysis...	
Load trainer data...	
Save trainer data	Ctrl+S
Export trainer data as text...	
Setup printer...	
Setup page	
Recently used files	
Close	
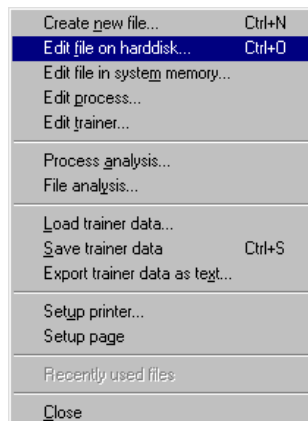
Figure 57: File menu - Trainer mode

- **Load trainer data:** Loads trainer information from a file.
- **Save trainer data:** Saves trainer information into a file.
- **Export trainer data as text:** The trainer information will be written in a text file.

**Edit menu – Trainer
mode**

New entry...
Edit entry...
Delete entry
Group entries
Remove from group
Settings...
Test trainer...
Create trainer...
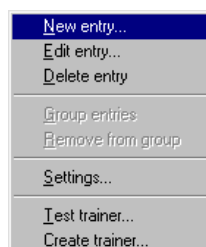
Figure 58: Edit menu - Trainer mode

- **New entry:** In this dialog you can enter the information for a new trainer entry.

- **Edit entry:** Allows you to edit the selected entry.

- **Delete entry:** Deletes the selected entry.

- **Group entries:** To group entries you have to select two or more entries in the entry list. Grouped entries are useful if you need to change more than one address to achieve your goal (e.g. you need to change two different addresses to enable unlimited lives). In the trainer, only the first entry in a group is visible to the user.

- **Remove from group:** Removes the selected entry from group. You can't remove the main group entry (first entry in group).

- **Settings:** In the trainer settings dialog you can make several changes for the trainer appearance.

- **Test trainer:** This function allows you to test the trainer without the need to create the executable file first.

- **Create trainer:** This function create a self running exe file of your trainer.

Enhanced functions

The context menus

Most windows in the Unprotect Hex editor contain a context menu. This menu can be opened by using the right mouse button inside the window.

Hex editor window
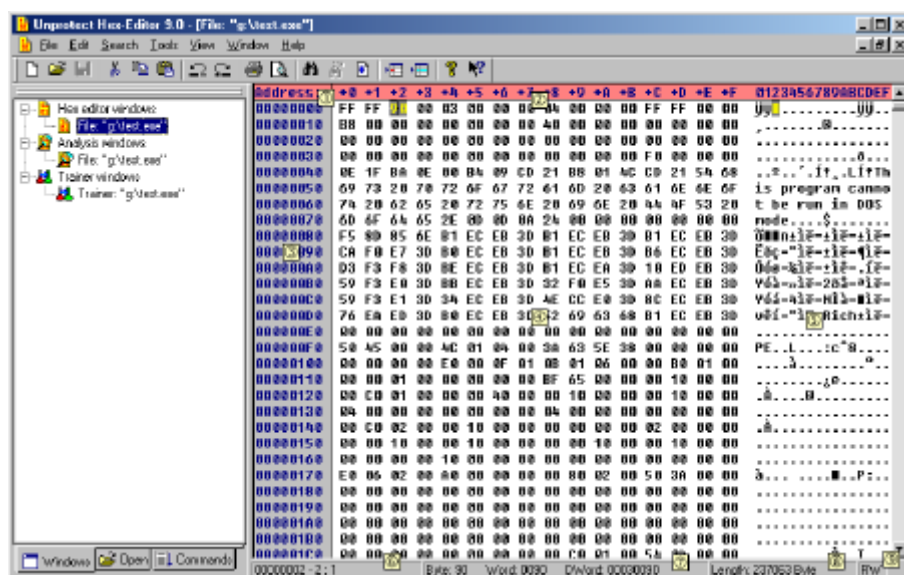
Figure 59: Hex editor window

1. Pressing the left mouse button over (1) will switch between hexadecimal and decimal addresses.

2. By pressing (2) you can switch through the several described forms of the hex values.

3. Pressing (3) will open the „Go to address" dialog.

4. If you are in the hex edit mode (blue cursor over the hex value) you can change the values using the keys '0' up to '9' and ‚A' up to ‚F'. The Hex editor uses the same control keys normally used in other text editors, so there's no need to explain in detail. Using the "Shift" key in combination with any control keys allows you to select a region. Furthermore you can select a region with the mouse. Hold down the left mouse button and move the mouse cursor over the region you want to select.

5. You can switch between the hexadecimal and the character edit mode by pressing the „Tab" key or clicking with the left mouse button inside the hex edit window.

6. The first two values are the address of the cursor in hexadecimal and decimal notation. The last number is the current printing page number. This number is only available if a printer is installed.

7. These values are read out at the cursor position. They are represented in different notations. These notations depend on the settings you made.

8. This is the length of the open file or process.

9. If a file or process is read- and write able a "RW" appears. If a file or process is readable only a "RO" appears.

General: If some or all values are grey instead of black, it means that a file is write protected or that a memory region of a process is not readable. In the case a part of a process is not readable the values are replaced by two question marks.

Analysis window

Figure 60: Analysis window
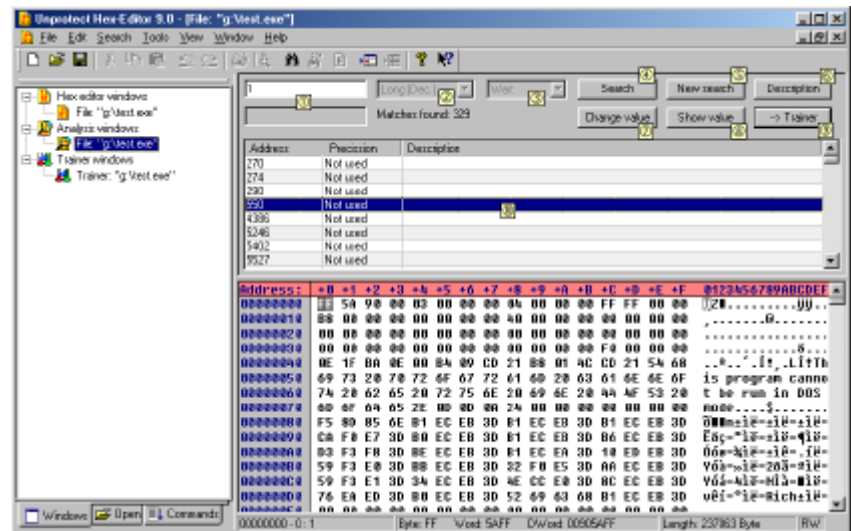
1. At this edit line you enter values you want to search for. The second edit file is only available in a range search or in a percentage search.

2. With this combo box you can select the value type of the search values.

3. With this combo box you select the search type:
   - **Value:** This search type compares the values for equality.
   - **Range:** The two values specify a search range. The search finds all values standing in the specified range.
   - **Percentage:** This search type allows you to search for percentage values like energy bars in games. At the edit line enter the current percent value. The secondary edit line contains the inaccuracy factor. This factor specifies the range of the percent value.
   E.g.: If you enter 80 in the first and 5 in the second edit line the Unprotect Hex editor searches for percent value between 75 and 85.

4. With *Search* you start the search. If the result list is empty, the Hex editor starts a new search automatically. In this case the Hex editor searches through the whole memory. Otherwise only the found address will be searched through. This gives you the chance for removing all unnecessary values.

5. *New search* clears the result list and starts a new search.

6. *Description* allows you to enter a description for the selected entry.

7. With *Change value* you can enter a new value for a selected entry. This gives to you the ability to check a found address.

8. *Show value* moves the cursor in the hex edit window to the address specified by the selected entry in the result list.

9. → *Trainer* adds the selected entry to the trainer entry list.

10. This list contains all found addresses. If there are to many results, repeat the search with a different value.

Trainer window
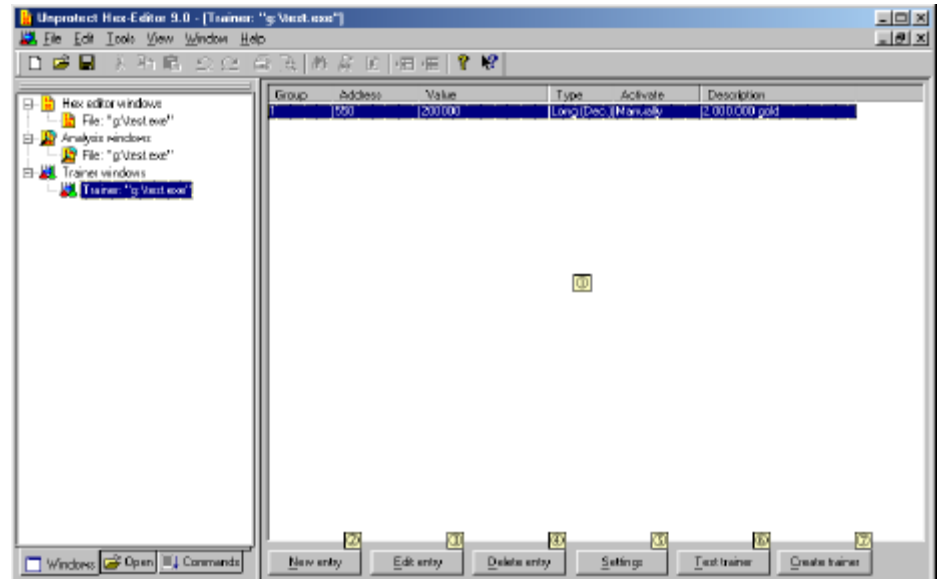
Figure 61: Trainer window

1. The entries in this list will appear in the trainer later. You can load, save or export the list as a normal text file.
   - **Group:** You can group entries to one entry. This is useful if you need to change several addresses for one result.
   - **Address:** The address which will be modified by the trainer.
   - **Value:** This value will be written by the trainer.
   - **Type:** The type of the value.
   - **Activate:** This flag can be either "manually" or "automatically". In case of being set to "manually", the trainer program asks the user to update the value.

2. *New entry:* In this dialog you can enter the values for a new entry.

3. *Edit entry:* Here you can edit the selected entry.

4. *Delete entry:* Removes an entry from the trainer list.

5. *Settings:* Opens the „Trainer settings dialog" where you can make several settings for your trainer.

6. *Test trainer:* This allows you to test you trainer without the need to create an executable file first.

7. *Create trainer:* This creates a self-running EXE file of your trainer.

File dialogs

Create new file
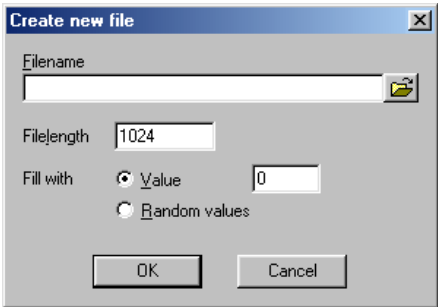
Figure 62: Create new file

Enter the file name and the length of the new file in this dialog. The new file can be filled with a constant value between 0 and 255 or with random numbers.

Select application / process
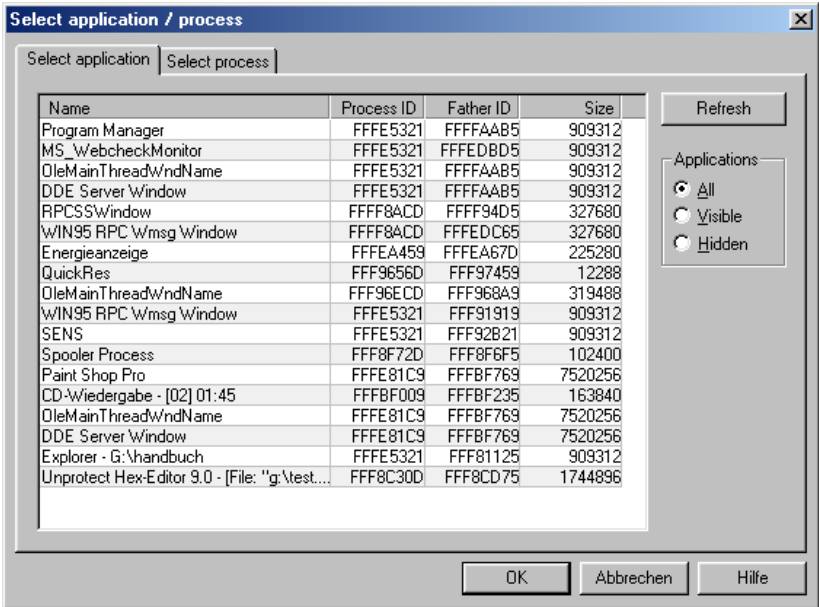
Figure 63: Select application

Here you can select the application you wish to view or modify.
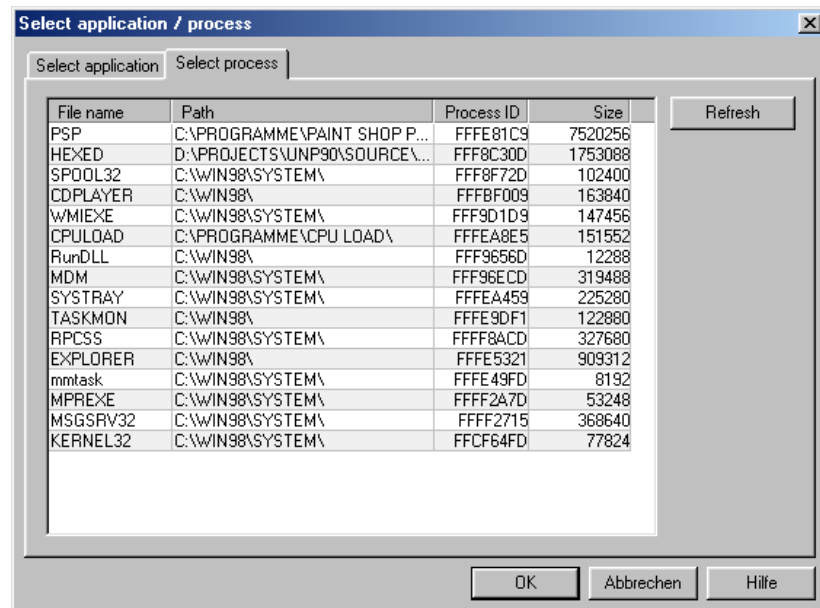
Figure 64: Select process

Here you can select a process for editing or analysis purposes. You can update the process list by pressing the *Refresh* button.

Edit dialogs

Edit value
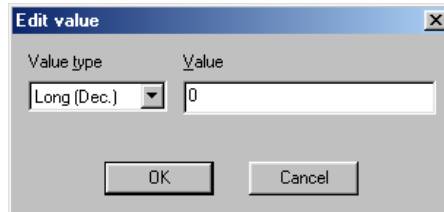
Figure 65: Edit value

Here you can enter a value for a specified value type.

Insert bytes
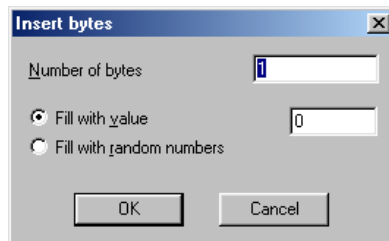
Figure 66: Insert bytes

Enter the number of bytes you want to insert in this dialog. The new space range can either be filled with a value between 0 and 255 or with random numbers.

Search / Compare dialogs

Normal compare
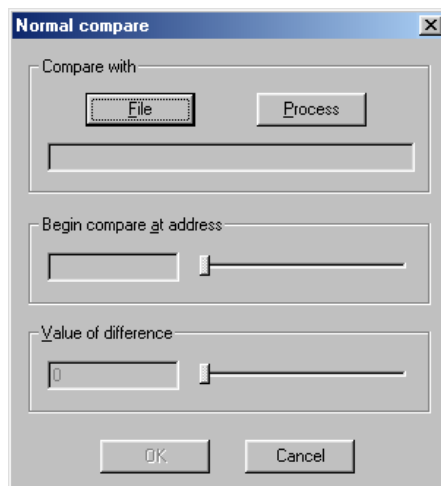
Figure 67: Normal compare

Here you can compare two files or process. The normal compare find all differences between the two files or process. If one of the file or process

is longer than the other you can enter the address where the compare shall start.

Difference compare
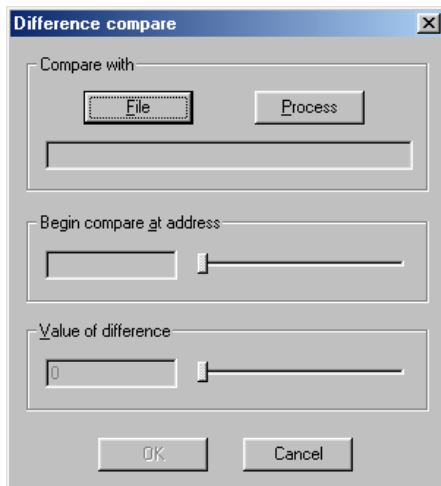
Figure 68: Difference compare

This function is equal to the normal compare, except that it finds a specified differences in the files or processes.

Search
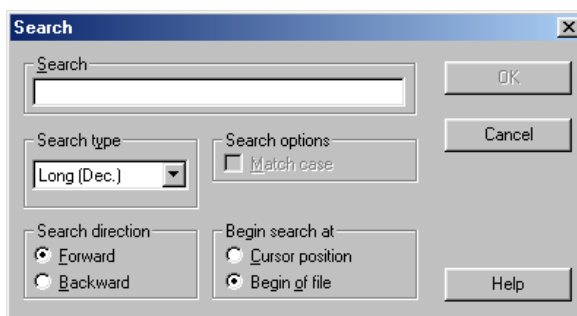
Figure 69: Search

- **Search:** Enter your search query here.

- **Search type:** Here you can determine what kind a value type you want to enter.

- **Search options:**
  - Match case: These option is only available for a text search. By default, the search will not be case sensitive. The option to make the search case sensitive is given.

- **Search direction:** Here you can change the search direction.

- **Start search at:** This option determines if the search starts at the cursor position or at the beginning of the file or process.

Search / replace
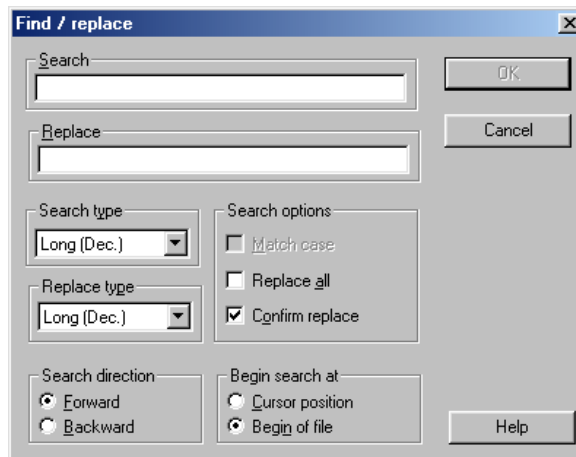
Figure 70: Search / replace

- **Search:** Enter your search query here.

- **Replace:** Enter what you want to replace here.

- **Search type:** Here you can determine what kind a value type you want to enter.

- **Replace type:** The same as search type, but for the replace edit line.

- **Search options:**
  - Match case: These option is only available for a text search. By default, the search will not be case sensitive. The option to make the search case sensitive is given.
  - Replace all: Replaces all matches in the file or process.
  - Confirm replace: If activated, you'll have to confirm every replace.

- **Search direction:** Here you can change the search direction.

- **Start search at:** This option determines if the search starts at the cursor position or at the beginning of the file or process.

Go to address
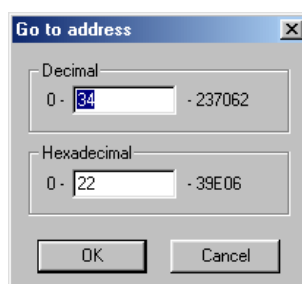
Figure 71: Go to address

This dialog allows you to jump directly to a address in a file or process. The values in the right side are the maximum address range. You can edit the address in decimal or hexadecimal notation.

Highlight value
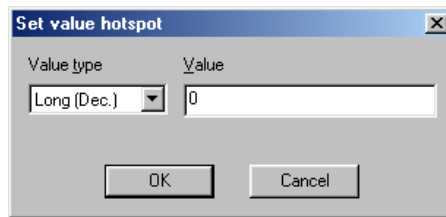
Figure 72: Set value hotspot

With this function you can highlight a value. These value will be drawn in the hex edit window in a different color.

Symmetry compare
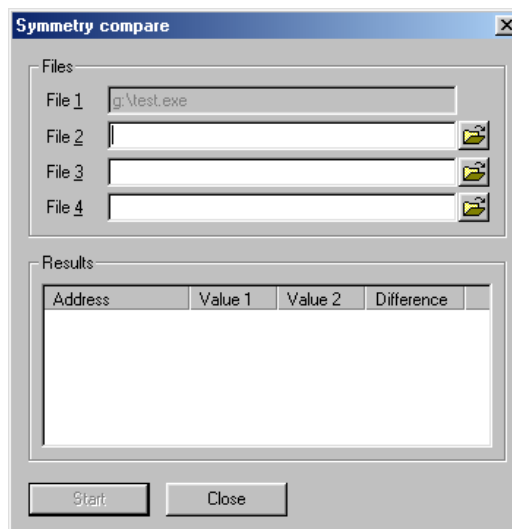
Figure 73: Symmetry compare

The symmetry comparison allows you to find the values for items in savegames.

To start the comparison, you will need four different savegames, which should be created as described in the following example. In the list of files the filename which is edited in the Hex editor will be automatically inserted, so you will need to specify three additional savegames.

Example:

You are playing a role-playing-game and want to know which value represents the sword of your character, or where it is stored in the savegame:

First save your game with your character holding the sword in his hand. Then drop the weapon and save to another savegame. Then take your weapon again and play for a short time. Save your game to a third savegame. Then drop the weapon again and save to a fourth savegame.

Specify these savegames in the list by clicking on the *New file* button and choosing a file from the file dialog. *Delete* allows you to remove a file from the list. After pushing the *Start* button, Unprotect starts the comparison. The results will be shown in the **Compare result** list, with the number of spots found shown next to **Found**. There should only be a few spots found, so the chance is greater that the desired spot is among

them. If too many such spots are found, you can replace some of the files in the list and retry. As soon as you are satisfied with the result you can save it or print it by using the window menu entry *Save list* or *Print list*. Push *Close* to return to the Hex editor, where you will find all found spots to be shown in yellow, so you can easily modify them.

Character table
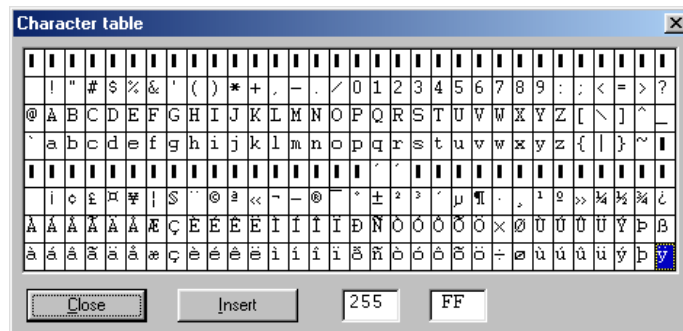
Figure 74: Character table

This displays a table containing all characters, which can be directly inserted into the Hex editor.

Calculate checksum
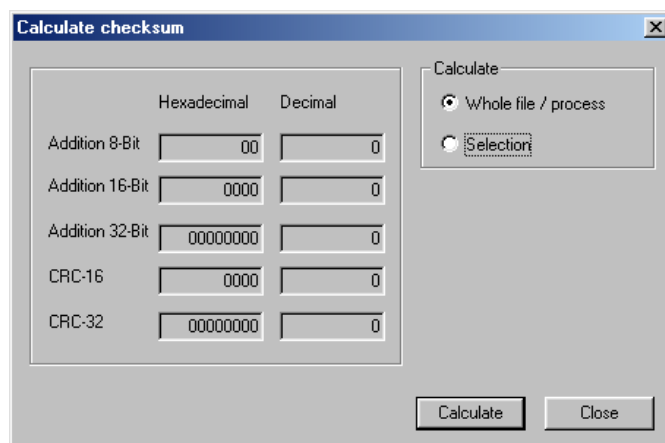
Figure 75: Calculate checksum

This function calculates several checksums in the following way:

- **Addition 8-bit:** All values are added to a 8-bit number.

- **Addition 16-bit:** All values are added to a 16-bit number.

- **Addition 32-bit:** All values are added to a 32-bit number.

- **CRC-16:** 16 Bit CRC checksum with the generator polynom 0x8005

- **CRC-32:** 32 Bit CRC checksum with the generator polynom 0x04C11DB7

Encrypt cursor position
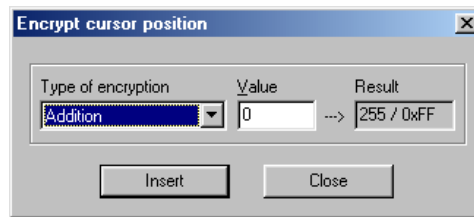
Figure 76: Encrypt cursor position

This function allows you to encrypt the byte selected by the cursor.

The following encryption types do exist:

- **Addition**: The entered value will be added to the value selected by the cursor.

- **Subtraction**: The entered value will be subtracted from the value selected by the cursor.

- **Shift left**: The value will be left shifted for the entered number of bits.

- **Shift right**: The value will be right shifted for the entered number of bits.

- **Exclusive or**: Exclusive or inverts several bits of a value.

Example:

	Decimal	**Binary**
Cursor value	128	10000000
Value	129	10000001
Result	1	00000001

Encode / decode files
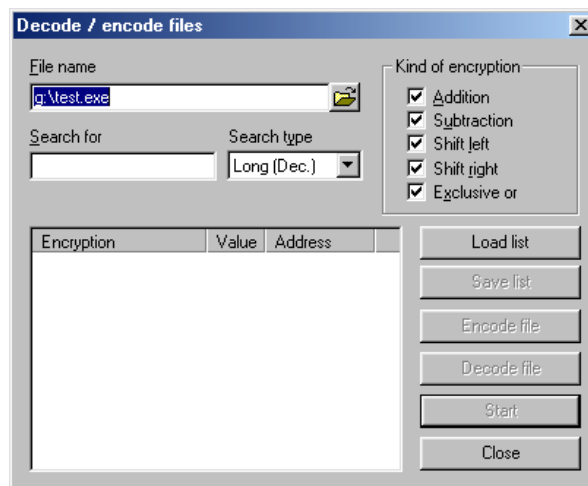
Figure 77: Encode / decode files

Some game companies encrypt their savegames so that it is not possible to search for values like energy or something else. This dialog allows you to crack some of the easier encryption methods. Just choose a file which then appears in the **File** input line. Now enter some text or a sequence of hexadecimal values to search for.

After pressing *Start*, Unprotect will try all possible combinations of the chosen encryption methods and show the results in the list. You should make sure to search for at least six characters or values so that you achieve a more precise result. The best would be that only one entry appears in the list, because then you can be quite sure that the file has been encrypted with this method. When the search is finished, you can load the list or save it. You can now decrypt or encrypt the file for modification.

Decrypt the file and open it in the Hex editor. Modify the desired values and encrypt the file again. Remember to make a backup copy, because you cannot be absolutely sure you got the right encryption method.

File / process information
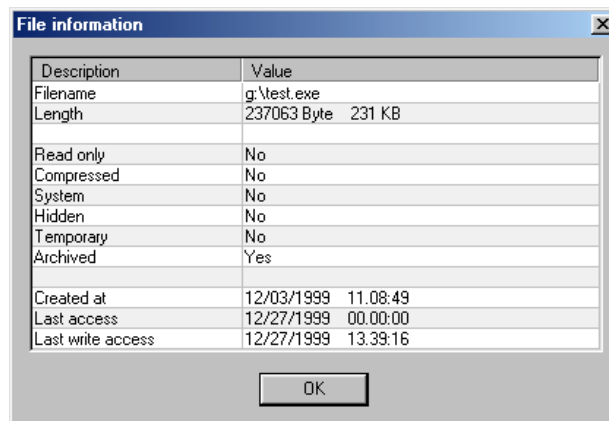
Figure 78: File / process information

This dialog shows several information about the open file / process. This information are different at files and processes. Furthermore the information are varying under the operating systems Windows 95 / 98 and Windows NT / 2000.

Radix converter
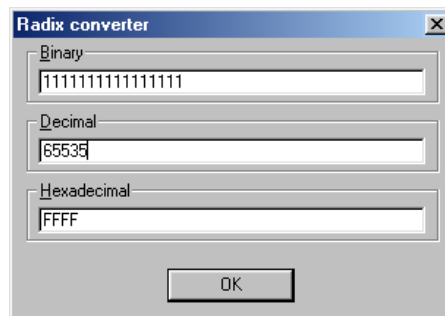
Figure 79: Radix converter

The **radix converter** allows you to convert numbers between the binary, decimal and the hexadecimal system.

Show values
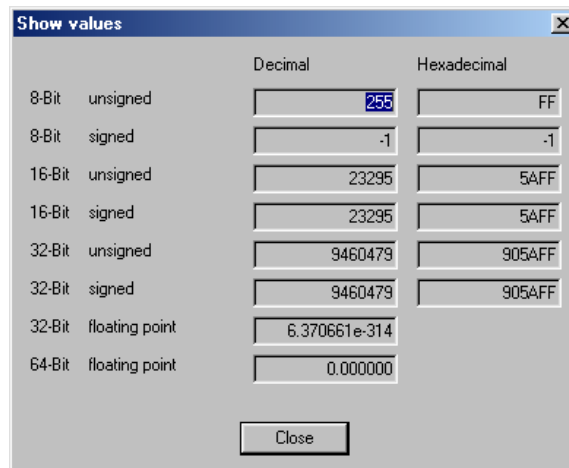
Figure 80: Show values

The Unprotect Hex editor supports many input formats for numbers and strings. This dialog shows the value, selected by the cursor in these formats.
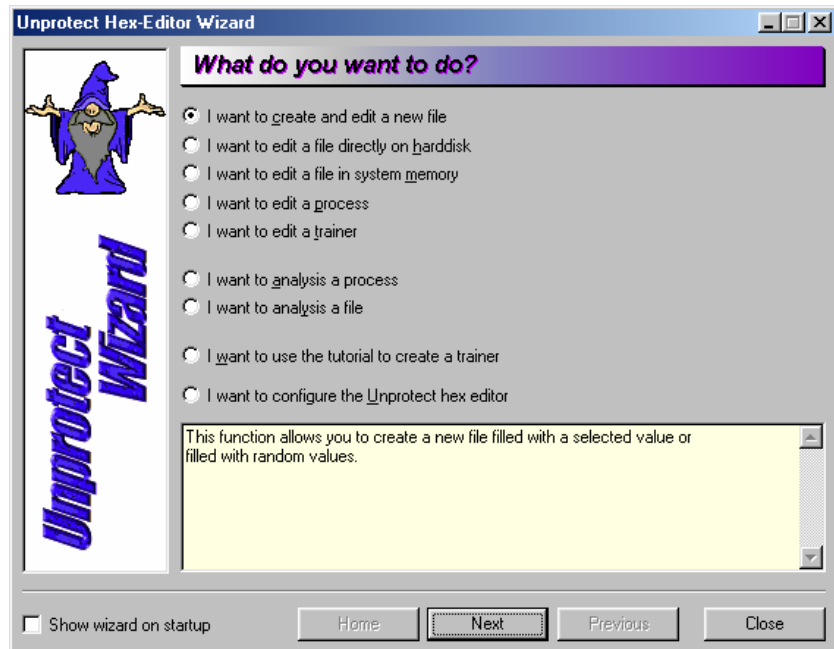
Hex editor wizard

Figure 81: Unprotect Hex editor wizard

The Unprotect Hex editor wizard guides you through several functions of the Hex editor.

Create trainer

Furthermore this wizard contains a tutorial for creating you own trainer. Please follow the information in the yellow info window.

Settings

Common settings
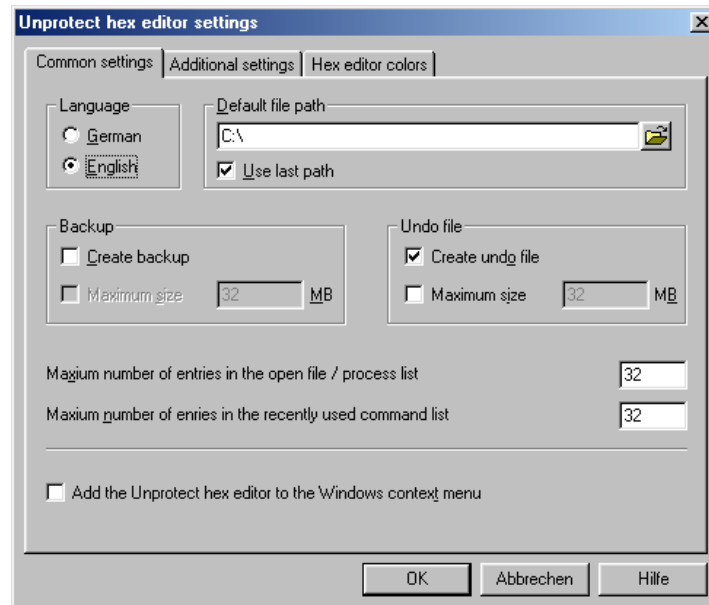
Figure 82: Common settings

- **Language:** Here you can select the language of the Unprotect Hex editor. After changing the language you have to restart the Unprotect Hex editor.

- **Standard file path:** This path appears in the file select dialog. Add your recently used path here for faster navigation.

- **Use last path:** If enabled, the Unprotect Hex editor saves the last used path and shows it in the file select dialog by default.

- **Create backup:** If enabled, the Unprotect Hex editor creates a backup file of the file you want to edit.

- **Maximum size of the backup.:** This limits the size of the backup file. If a file is greater than the maximum size, no backup file will be created.

- **Create undo file:** This allows the Unprotect Hex editor to store the necessary information to undo unlimited changes.

- **Maximum size of the undo file:** This limits the maximum size of the undo file. If the limit is reached not additional undo information will be saved to the undo file.

- **Maximum number of entries in the open file / process list:** Here you can limit the maximum number of entries in the „Open" list of the navigator.

- **Maximum number of entries in the recently used command list:** Here you can limit the maximum number of entries in the „Commands" list.

- **Add the Unprotect Hex editor to the Windows context menu:** If enabled, the Unprotect Hex editor will be added to the Windows context menu in the Windows Explorer. This allows you to open a file in the Hex editor directly from inside the Windows Explorer.
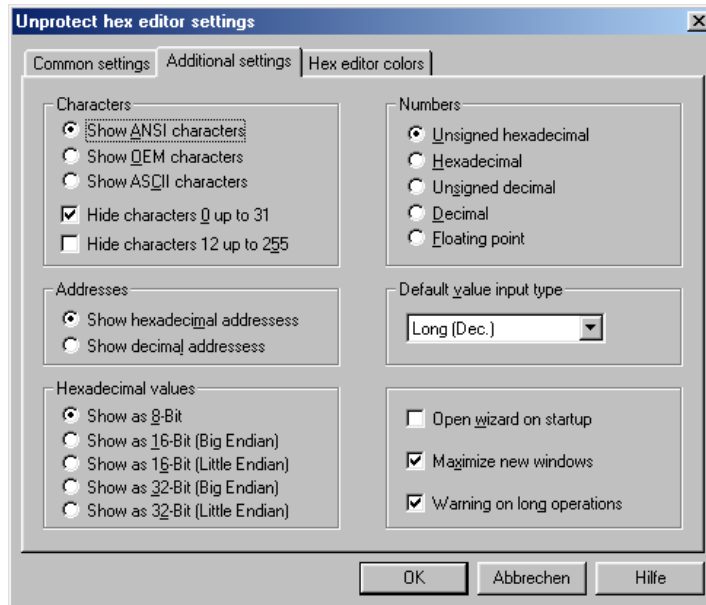
Additional settings

Figure 83: Additional settings

- **Default value input type:** Here you can setup the default value input type for the several input dialogs.

- **Open wizard on startup:** Opens the wizard dialog on every execution of the Unprotect Hex editor.

- **Maximize new windows:** If enabled, all new windows will be shown in the maximize state.

- **Warning on long operations:** Some functions, like inserting or removing bytes from a huge file, can take a lot of time. If this option is enabled, the Unprotect Hex editor will inform you before starting that kind of operation.

**Hex editor color
settings**
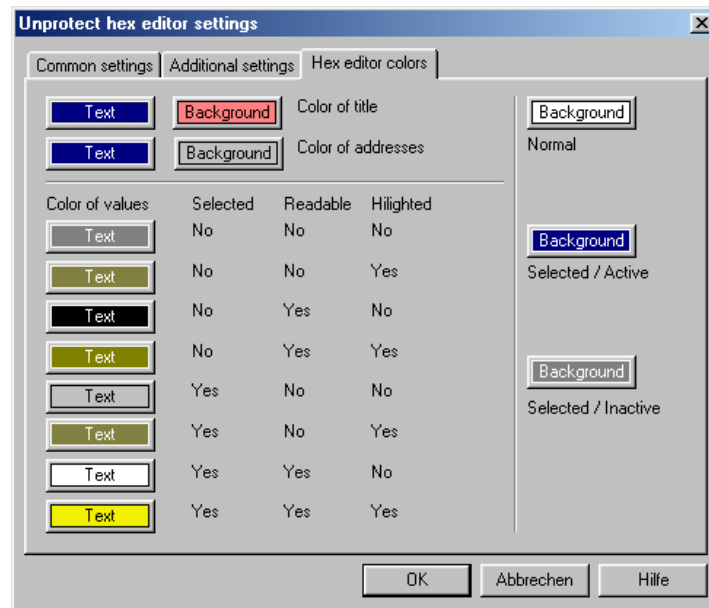
Figure 84: Hex editor color settings

This dialog allows you to change the colors of the Hex editor window.

- **Selected:** Value is selected by the cursor or by a selection.

- **Readable:** Value is readable.

- **Highlighted:** The color of the values you have highlighted.
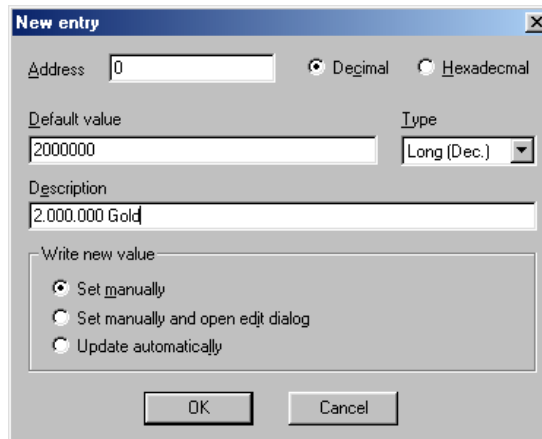
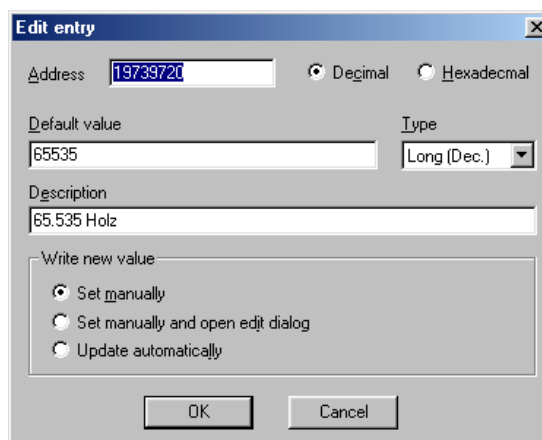# Trainer settings

New entry

Figure 85: New entry

Here you can enter the information for a new trainer entry:

- **Address:** The address where the new value will be written into.

- **Decimal / Hexadecimal:** This allows you to edit the address in decimal or hexadecimal notation.

- **Default value:** This is the default value, which will be used by the trainer.

- **Type:** The type of the value.

- **Description:** This description appears later in the final trainer.

- **Write new value:**
  - Set manually: The user has to set this value by his own.
  - Set manually and open edit dialog: The user has to set this value by his own. Furthermore he can change your default value.
  - Set automatically: The value will be written automatically in a specified time range.

Edit entry

Figure 86: Edit entry

Here you can change the information of a trainer entry:

- **Address:** The address where the new value will be written into.

- **Decimal / Hexadecimal:** This allows you to edit the address in decimal or hexadecimal notation.

- **Default value:** This is the default value, which will be used by the trainer.

- **Type:** The type of the value.

- **Description:** This description appears later in the final trainer.

- **Write new value:**
  - Set manually: The user has to set this value by his own.
  - Set manually and open edit dialog: The user has to set this value by his own. Furthermore he can change your default value.
  - Set automatically: The value will be written automatically in a specified time range.

Example trainer EXE file

Figure 87: Trainer EXE file

This is a trainer example for the game „Heroes of Might & Magic III". You can change the layout by your own. Please read the tutorial from the Hex editor wizard to experience how this trainer was created.

Common settings
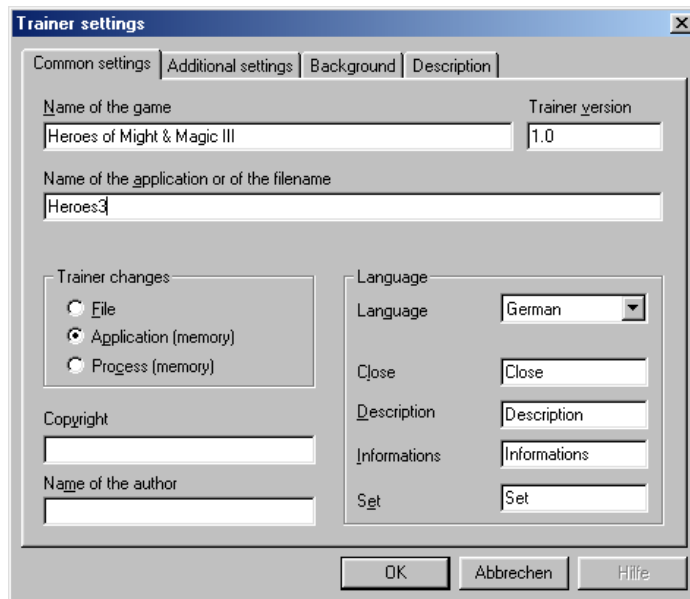
Figure 88: Trainer settings - Common settings

- **Name of the game:** Enter the game name here. This name appears later in the trainer title bar.

- **Trainer version:** Here you can specify the version of your trainer.

- **Name of the application or of the file:** If you create a trainer for an application or for a process, the name of the application or process must be entered here. The Unprotect trainer searches through all running applications and tries to find the desired application by this name. If you create a trainer for a file you can enter the name of a savegame or a file mask like "*.SAV".

- **Trainer changes:** Here you can select what the trainer should modify.

- **Copyright:** You can enter your copyright message here.

- **Name of the author:** Enter your name here.

- **Language:** Here you can change the language of the trainer. For german and english language the key words are already defined per default.

Additional settings
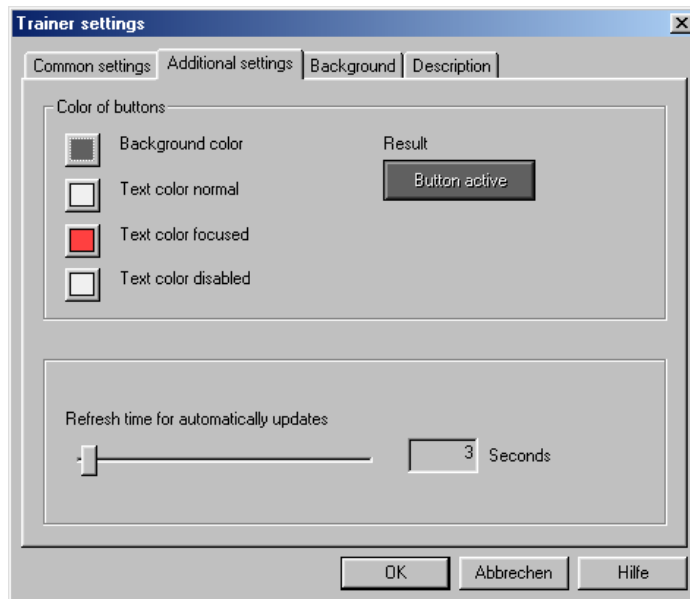
Figure 89: Trainer settings - Additional settings

In this dialog you can change the color of the trainer buttons. Furthermore you can set a time interval for automatically changes between 0.1 and 180 seconds.
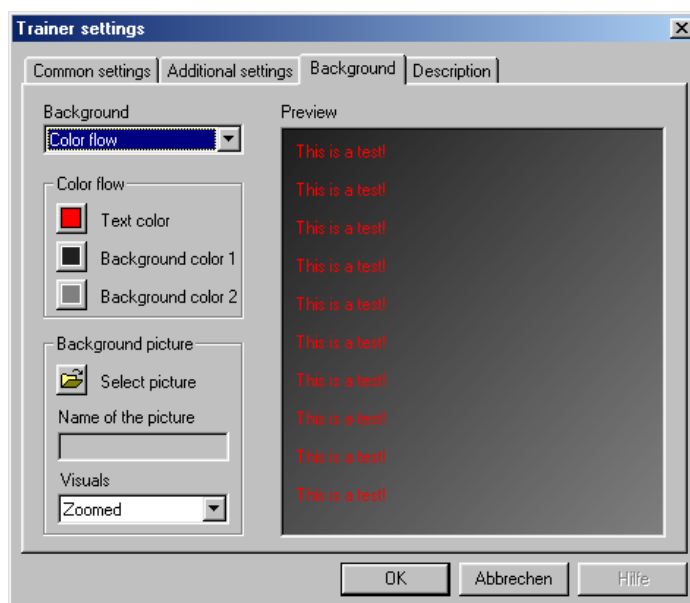
Background settings

Figure 90: Trainer settings - Background settings

Here you can change the background of your trainer. You can either set two colors for the background (to create a color path) or you can select a background bitmap. Remember that a bitmap will use much more memory than a simple background color.

Description
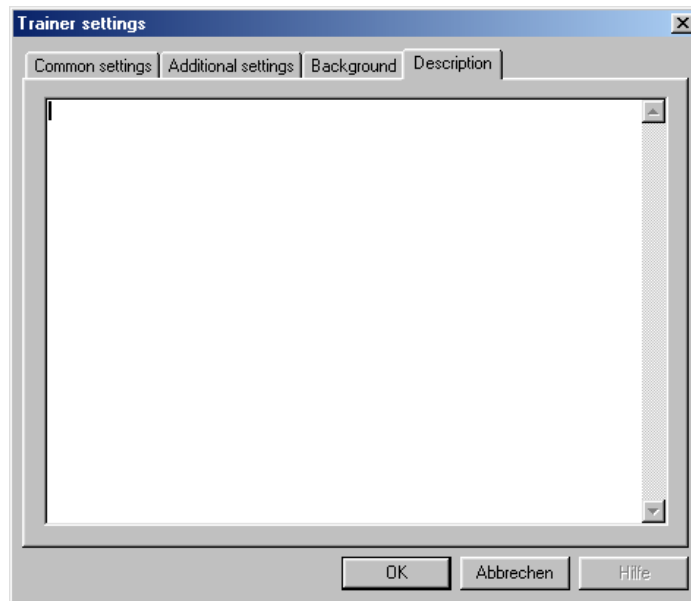
Figure 91: Trainer settings - Description

Enter a description for your trainer here. The user can display this description from the trainer program.

Value types

Value types and their meaning

Value types and their meaning used by the Unprotect Hex editor:

Name	Range	Size	Description
Short	-128 up to 127	8-Bit	1 Byte value in 2 Complement representation
Byte	0 up to 255	8-Bit	1 Byte value in 1 Complement representation
Integer	-32768 up to 32767	16-Bit	2 Byte value in 2 Complement representation
Word	0 up to 65535	16-Bit	2 Byte value in 1 Complement representation
Long	-2147483648 up to 2147483647	32-Bit	4 Byte value in 2 Complement representation
DWord	0 up to 4294967295	32-Bit	4 Byte value in 1 Complement representation
Float	1.175494351e–38 up to 3.402823466e+38	32-Bit	Floating point value, single precision
Double	2.2250738585072014e–308 up to 1.7976931348623158e+308	64-Bit	Floating point value, double precision
Text	None		
Byte list	0 up to 255 for each element		

Chapter 6 - The module editor

Overview

By popular request we have finally integrated an extensive editor for the inclusion of your own game-aids. Unprotect maintains it's whole database through module files, which you can recognize by the file extension .UPM (UnProtect Module file). These modules contain the game-aids and all other binary file like trainers, preview pictures, etc.

This also makes it easier to pass on files, because all necessary files are contained in the module. You can even create multiple modules if you wish, which might be useful with very large data. The bigger a module gets, the slower it will be to save it or update it's contents. If this doesn't bother you, then you can let the modules grow as large as you like! Because of the modules, Unprotect can be extended easily. You are welcome to send us your own modules so that we may offer these to other Unprotect users also.

The data in the modules can be modified at any time, except the original modules on the CDs. These are about 600MB in size and cannot be modified on the CD anyway. Personal modules can be protected with a password and can then not be modified without the password anymore. This might be of interest to those that want to pass on their own data but don't want anyone manipulating it.

Finally, in the current Unprotect version you have the possibility to save your modules to other mediums like CD-ROMs and load them in additon while Unprotect is running.

You can start the editor from the main menu of Unprotect, by pressing the *F5* key, or by selecting *Edit* in the game selection window. This button only works if the respective game-aid may be modified.
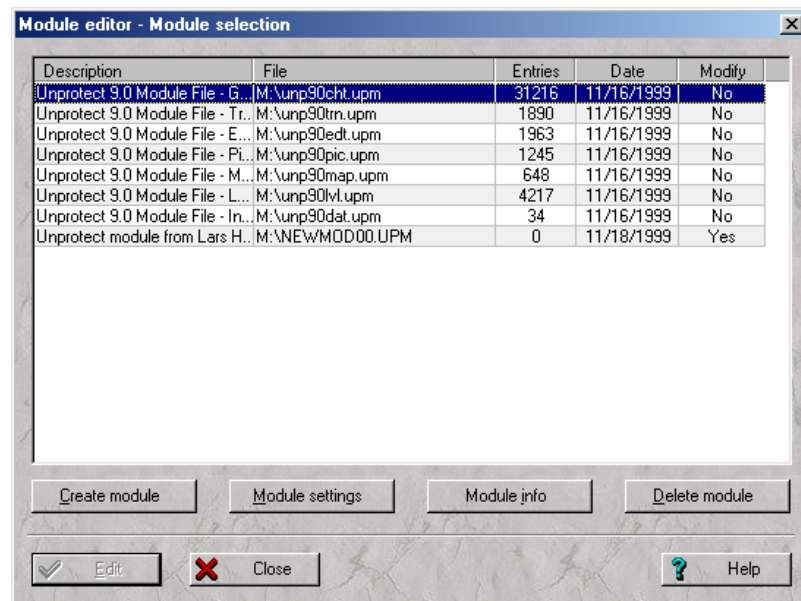
Operation

Figure 92: Module editor – Module selection

When the editor is started via the menu, then you will first encounter the module file selection window shown above. Here you can select the module you want to modify, provided that the *Modify* flag says *Yes*. By pressing the *Create module* button you can create a new module file, and by selecting *Delete module*, you can remove the currently selected module after confirmation.

You can change some of the default module settings if you use the button *Module settings* or view the module details by selecting *Module info.*

You now have the option of either calling the main editor by pressing *Edit*, to return to Unprotect and discard any changes (*Close*).

If you create a new module file, the following dialog will appear:
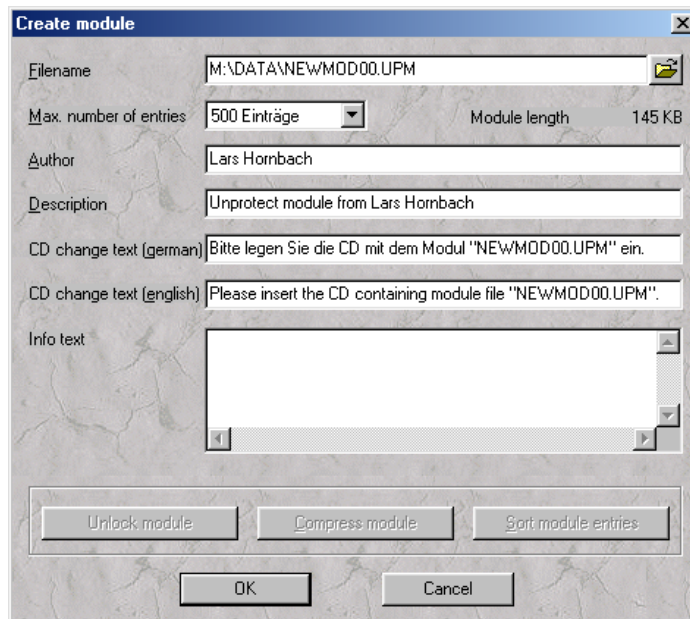
Figure 93: Module editor – Create module

These are the attributes:

- **Filename** changes the file name of the module file on your harddisk.

- You can choose the maximum capability of module entries at „**Max numbers of entries**". The less you choose, the shorter the module file will be. Unprotect resizes it automatically if the max. number of entries is reached.

- You can enter your name in the **Author** input line.

- **Description** offers some space for a short description of the module, e.g. 'January 1999 update module'.

- The **CD change text** (in german and english) is usefull, if you want to put your module on an external medium, like a CD-ROM. If Unprotect is unable to loacte the desired module, this CD change text message will appear.

- If you like, you can enter some informative words at the **Info text** area.

- Selecting *Lock module* will protect you modules. If you activate this, then you will have to enter a password. Your modules will then be protected from modification. You can pass on the module and it can be used, but not modified without knowledge of the password. Only deactivating the locked state and entering the correct password will allow further modification of the module.

- If you choose *Compress module*, Unprotect tries to reduce the size of the module file by eliminating all unnecessary data.

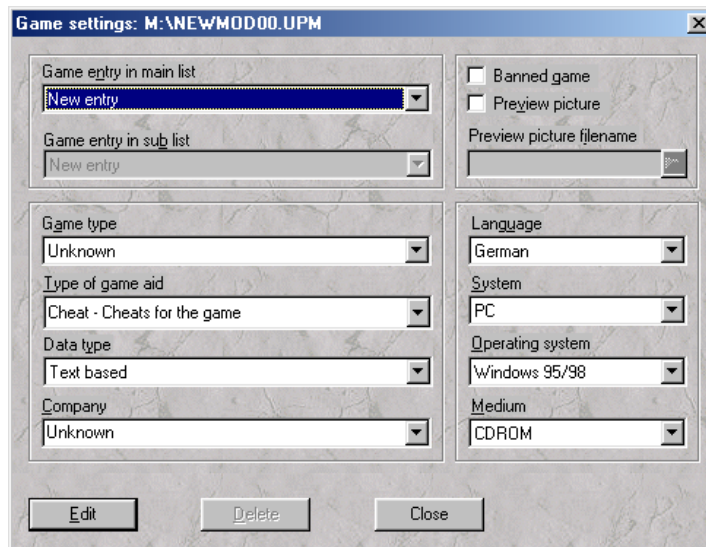- *Sort modul entries* will sort the internal module data to speed up the loading process.

Figure 94: Module editor – Game settings

You can specify further data on the game, like manufacturer and game type in the game settings window. Also, you can select what kind of game-aid this shall be (solution, cheat, patch, ...).

If you created a new module, then a new entry called 'New entry!' will be created, which you may then modify. Of course you can just load any other module and modify it, too. If you edit an already existing module containg game entries, you can choose between modifying an existing game-aid or select the "New entry" template.

All input lines that feature a downward arrow at the left are listboxes. Clicking this arrow opens the list of possible selections!

If you want to insert a new game-aid for an already existing game, you can choose the game's titele in the **first input line** and enter the corresponding sub list name in the second input line. Otherwise choose the New entry template.

If you enter a new game title you can edit the name for the main and sub list item when you leave this dialog with the *Edit* button.

The most important selection now will be the **type of game aid**. Here you will specify if you want to create a cheat, patch, etc. You can change a tip to a cheat later, but changes like solution to patch don't make sense and are not supported!

All other options like **game type, company**, etc. are optional, but should be entered nevertheless. Unprotect will display this additional information, like the system that the game-aid is for, or the flag indicating the language of the game-aid.

If you have a preview picture for your game-aid, you can enter the filename at the **preview picture inputline**. Unprotect accepts .JPG, .BMP and .PCX graphic files.

If the game is censored/banned in Germany, then you can indicate this by selecting **Banned game**. Such games can then be hidden from the main list later on.

The *Delete* button removes the currently selected game-aid from the current module!

When you have finished entering all information, then you can create the main game-aid by pressing *Edit*. Depending on the type of game-aid, the text editor, file editor, patch editor, map editor or savegame editor will be started:
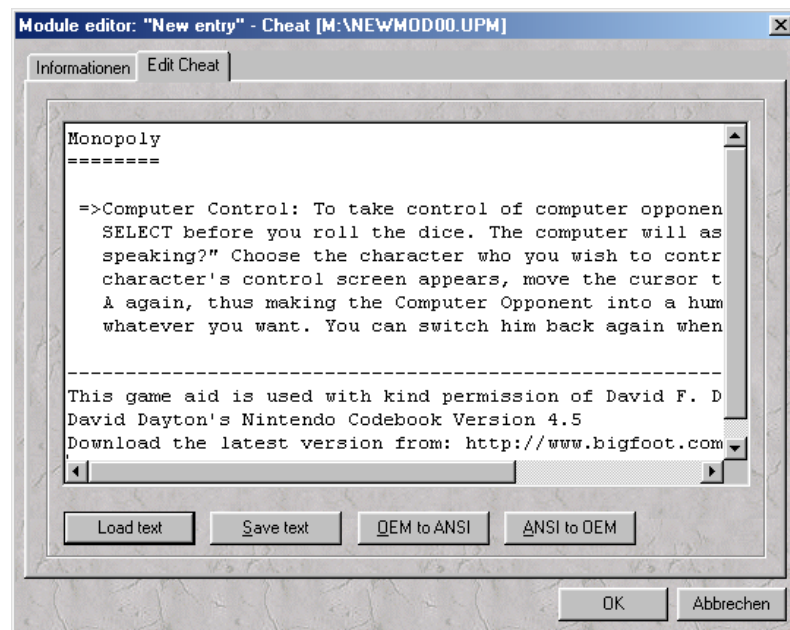
Text editor

Figure 95: Module editor – Edit text

The built-in text editor of Unprotect offers all common editor functions. You can load any text from your harddisk or enter a new one. The text will be integrated into the Unprotect module upon leaving the editor.

When asked wether you want to save the text upon leaving, this means if you want to save it externally to your harddisk, also. The text will always be added to the module!

File editor
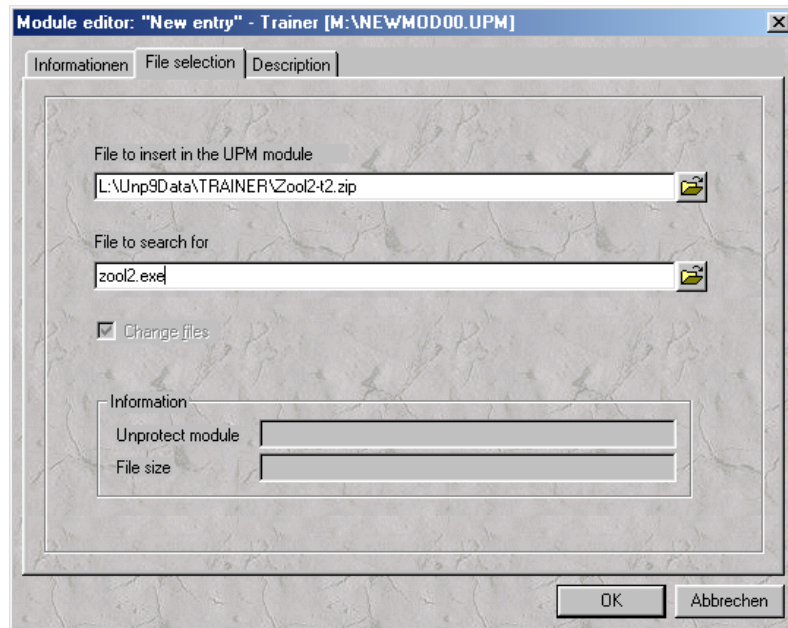
Figure 96: Module editor – File selection

The same dialog will be opened for all file based game-aids like trainers, editors, tools, etc. It only differs in title and input line labels. In the example shown above, you have the option to enter a file in the **Trainer file** input line, which will then be added as a binary file into the module. If multiple files belong to a file based game-aid, then you should archive them into a ZIP file and then add the ZIP archive to the module. Unprotect will detect this automatically and will then later activate the archive dialog.

You can create own ZIP files with the tool ZIP, the freeware version of which is in the TOOLS directory on the 1st CD.

There exists many more ZIP programs, like PKWare's PKZip (www.pkware.com) or the Shareware program WinZIP (www.winzip.com).

If you want Unprotect to be able to search for the directory of the game that the game-aid was designed for, then you will have to specify the **File to search for**. The main program of the game is normally a good choice. Unprotect will later search for this file and can thus detect the game's directory. This setting is optional and does not have to be used!

If you don't want to type in file names, then you can also open the standard file dialog by pressing the *File* buttons.

By selecting *Ok* the text editor will be opened to allow you to enter a description for the trainer. If you don't want to include one, then you can immediately close the editor again.

Patch editor

The patch editor allows you to include your own patches in Unprotect. You can thus automate nearly any file modification. Please note that this function is for experienced users who are familiar with file internals and know what they are doing. Careless use of this function may make your program crash or worse!

Tip: Always make backup copies!

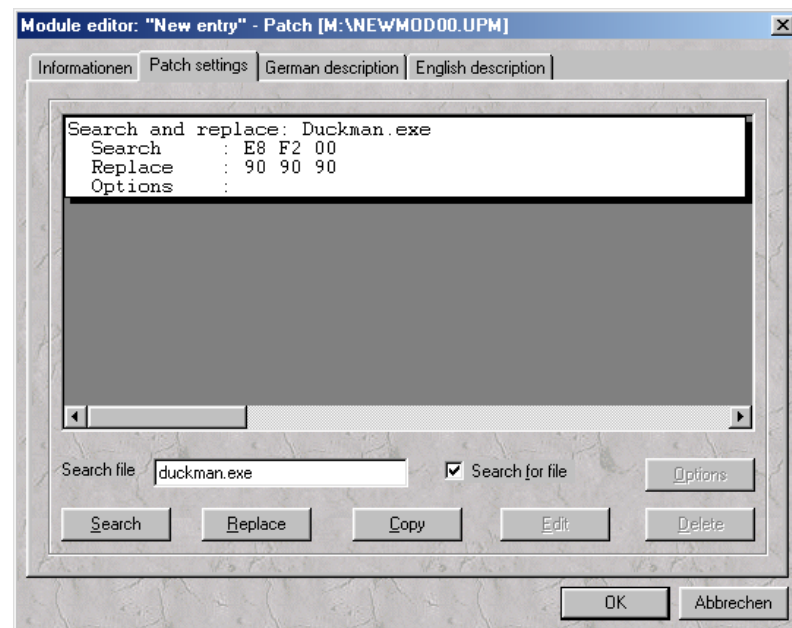All numbers in the patch editor are entered in hexadecimal format! You might want to use the built-in Hex editor to convert your values.

Figure 97: Patch editor - Patch settings

Already existing patch files will be inserted in the listbox and can always be modified by clicking on the *Edit* button or by double-clicking on the respective list entry. You can remove patches by selecting it and pressing the delete button.

If Unprotect shall be able to find the game's directory automatically, then you will have to specify a file name of the game in the *Search file* input line. This will normally be the name of the main program.

Unprotect supports patches of three different kinds:

Search & Replace
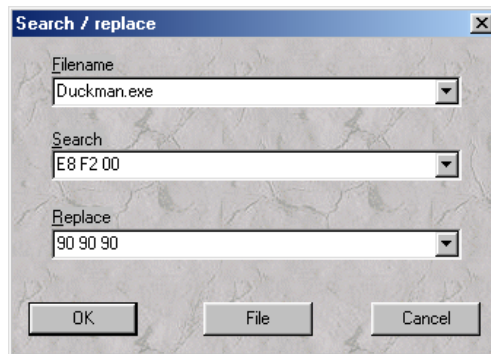
Figure 98: Patch editor – Search / Replace dialog

This searches for a certain byte sequence and replaces it by another one. The Search / Replace dialog will be activated by pressing the *Search* button.

You can specify the name of the file to patch in the first input line or choose a file by pressing the *File* button.

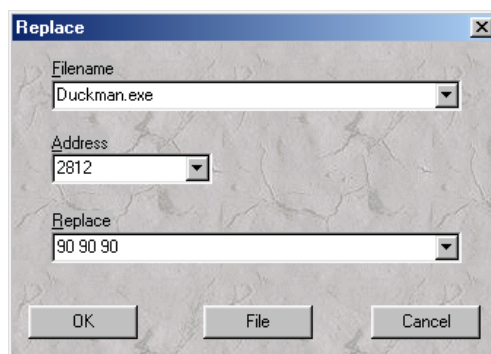The second input line will contain the byte sequence to search for and the third line the one to replace the found sequence with.

Replace

Figure 99: Patch editor – Replace dialog

You can open the Replace dialog by pressing the *Change* button. Here you will have to specify a certain address in the file and the bytes to write to this address (in the third input line).

Copy

If you own an already patched file, or if another file is necessary for the patch (e.g. a batch file), then you can specify this by pressing the *Copy file* button.

This file will then be included into the module and will later be copied to the respective directory automatically.
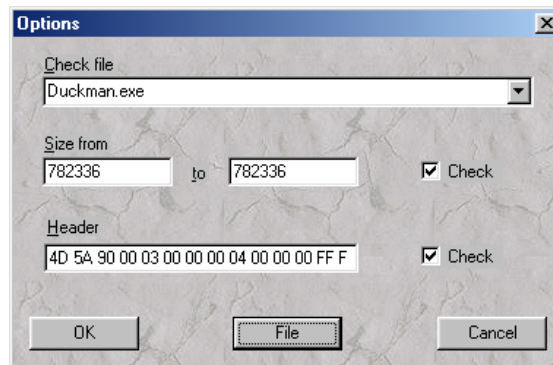
Options

Figure 100: Patch editor - Options

You may specify several options for any patch entry, which will then be checked during the patch process. This allows you to stop the patch if the file differs from the one you were expecting.

You can check the file size by entering the minimal size of the file to patch in the first input line under *Size from*, and the maximal size in the adjacent input line. You can usually enter the same values in both input lines. If the checkbox *Check* is active, then Unprotect will check for the file size before patching and will issue a warning if the size doesn't match.

In addition to that, you can also specify the file header, i.e. the first few bytes (32) to check. If they don't match with the file to patch, then Unprotect will issue a warning again.

Info Text
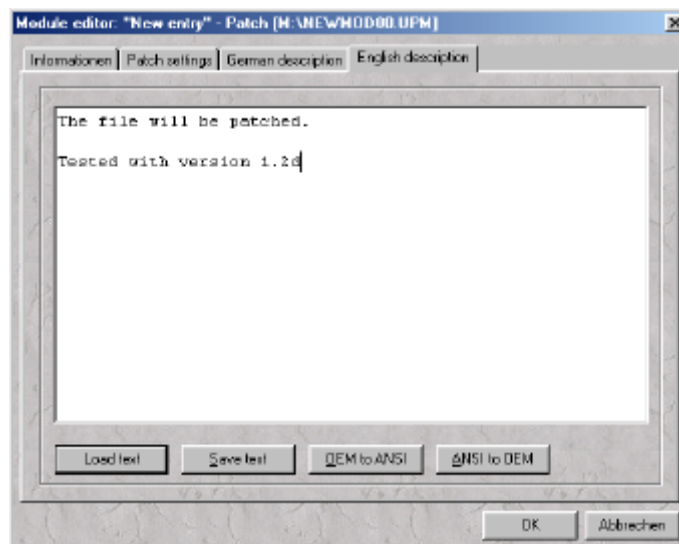
Figure 101: Patch editor - Info text

You should include a short into text with every patch, describing the patch and how to apply it. You can enter the english and the german text parallely. Users that installed the english version will automatically see the english text and vice versa.
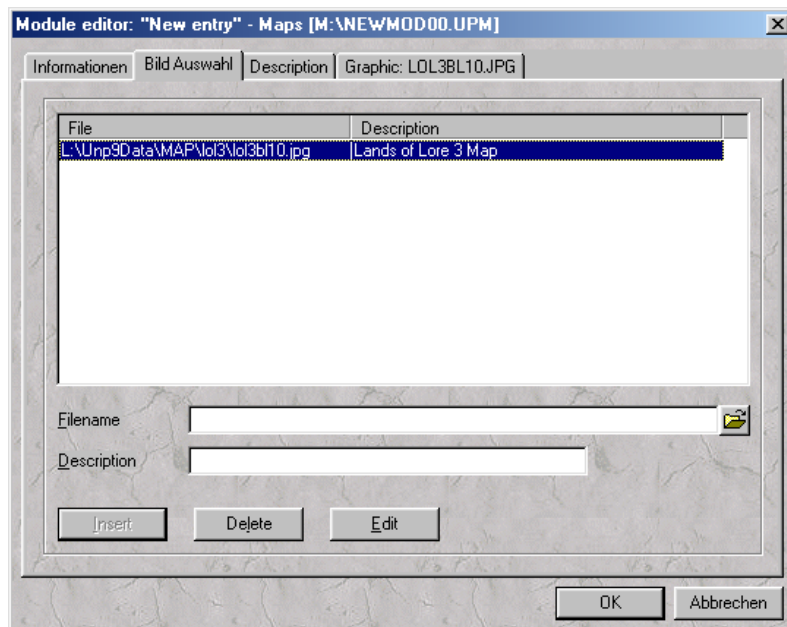
Map/Picture editor

Figure 102: Map/Graphic editor

The Map/Picture editor allows you to include graphical maps or other graphics for a game into Unprotect. This supports .JPG, .BMP and .PCX graphic files.

You can specify a short **Description** which will later appear in a choice box, and you can enter the **Path** of the PCX file or choose it by pressing the *Open* button.

The button *Show* will display the graphics, the button *New* will then accept the graphic into the listbox. An entry from the listbox can be deleted (*Delete*) or replaced (*Replace*), of course.

Pressing the *Text* button will open the text editor to allow you to enter a more detailed text, e.g. containing coordinate descriptions for maps.

**Savegame editor
editor**
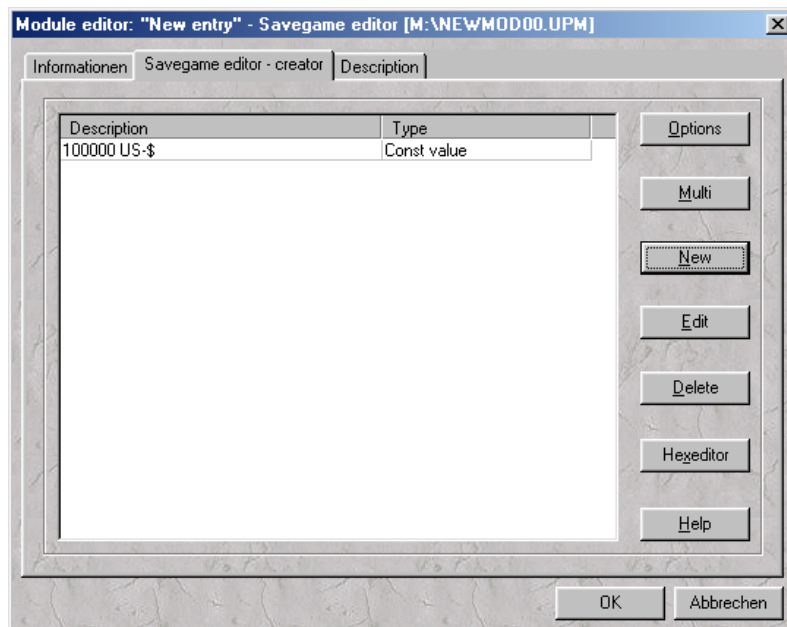
Figure 103: Savegame editor editor

The savegame editor allows you to create easy-to-use built-in editors for the modification of savegames.

Please note: Any values will be expected in decimal format or hexadecimal format with a leading $ or 0x!

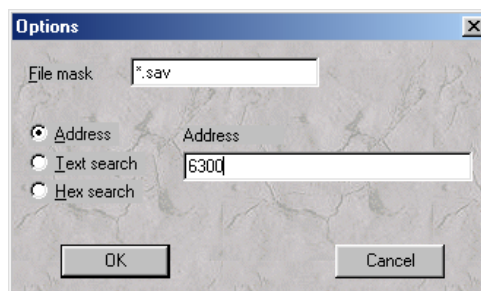When creating a new editor you can now set several options in the *Options* dialog:

Figure 104: Savegame editor editor - Options

File mask:

If you know the method by which the game names it's savegames, like *.SAV, then you can enter this file mask in the **File mask** input line. Only files which match this mask will then be displayed when the editor is used.

Input:

You can enter the address within the savegame at which the main data starts. Maybe your savegame always contains a header of 100 bytes, which you can skip by entering 100 here. You have to choose the combobox **Address** to activate this.

If the main data in the savegame doesn't start at a fixed position, but always with the same starting text (like SAVE00), then you can select **Text search** to make the editor search for this text in the file. Alternately you can search for any byte sequence by selecting **Hex search**.

IMPORTANT: All addresses you specify later on are relative to this starting address!

If a game contains several sub-savegames, then you can specify this by pressing the *Multi* button (from the savegame editor main dialog). With role-playing-games for example, more than one character is often saved to a single file.
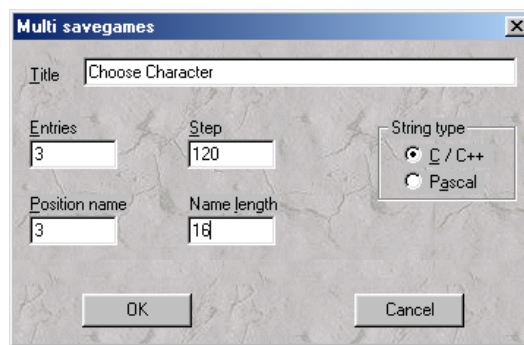

Figure 105: Savegame editor editor – Multi savegames options

Title:

Enter the name for the sub-list here. For a role-playing-game, this could be 'character-selection' for example.

Entries:

You can specify how man sub-savegames are included in the savegame.

Steps:

Enter the distance between the single sub-savegames here.

Name pos. and **Name length:**

To allow the single entries to be selected from the sub-list later on, you can specify the position of a name and the length of the name within the savegame.

String type:

You can select wether character strings are stored as C or Pascal strings. C/C++ saves a zero byte at the end of a string as a terminal symbol, while Pascal saves the length of the string in the first byte and appends no terminal symbol.

<u>Example:</u>

You want to create an editor for a role-playing-game savegame. Up to address 450 only unimportant data is stored, while the main game data starts at address 451. Enter 451 in the *Input* field in the main dialog. Your game characters are stored within the savegame, with the name of the first character starting at address 455 and containing maximal 20 characters. Enter 4 for *Name pos.* and 20 for *Name length*.

IMPORTANT: The addresses within the savegame will always be managed regarding to the start address (*Input*). In this example, Unprotect always starts counting at address 451. So if you want to specify the name of the character at the correct address of 455, you will have to enter a 4 as position, because 451+4=455.

Now let's discuss the main data for the savegame editor. Press the *New* button in the main dialog. All data that you enter there can later be modified via the *Edit* button or removed via the *Delete* button.

You can also open the Hex editor directly (*HEX-edit*) and use the search functions offered there to find certain attributes within the savegames. If any useful values are found, then those can be passed on to the savegame editor for further processing! The Hex editor is explained in more detail in Chapter 4 - The Hex editor starting on page 59.
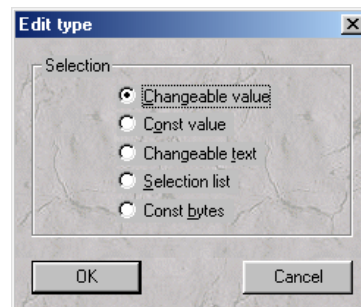

Figure 106: Savegame editor editor – Edit type

First you will have to specify a certain type. The following inputs depend wether a constant type was selected, or a certain range of values, etc.

The following options are supported:
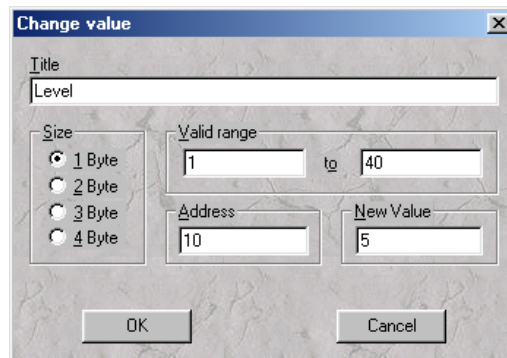
Changeable value:

Figure 107: Savegame editor editor – Change value

Title:

A short description of the modified attribute can be entered here, such as 'strength of first character'.

Size:

This specifies the size of the value to change.

Valid range:

You can specify the range of valid values here. E.g. if you want to change the number of lives and the game only supports 1 to 5, then you can enter these values as ranges. The user can then later choose any value within these ranges or use the default value.

Address:

Enter the address in the savegame (regarding to your starting address!) that contains the value you want to change.

New Value:

You can specify a default value here.
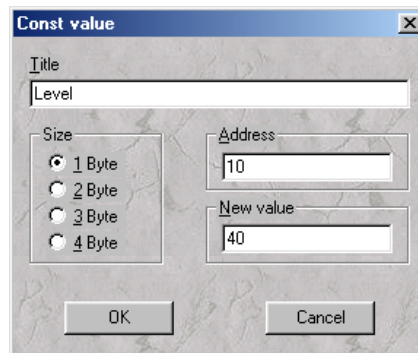
Const value:

Figure 108: Savegame editor editor – Const value

Here you can enter the same data as in *Changeable value*, with the exception that no range may be specified.
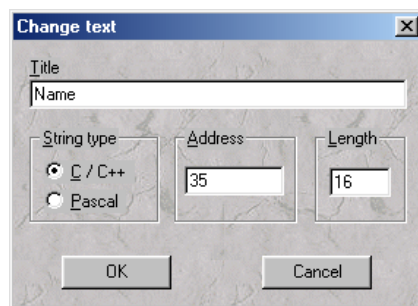
Changeable text:

Figure 109: Savegame editor editor – Change text

Changeable text allows you to modify certain text strings within the savegame (e.g. name of a character). Just specify the valid **Length** of the text.
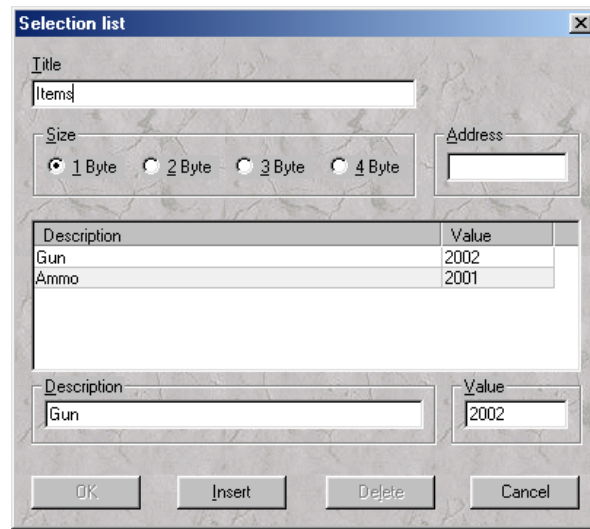
Selection list:

Figure 110: Savegame editor editor – Selection list

The selection list is just a list containing *Const value*s. It could be used to select certain equipment, for example.
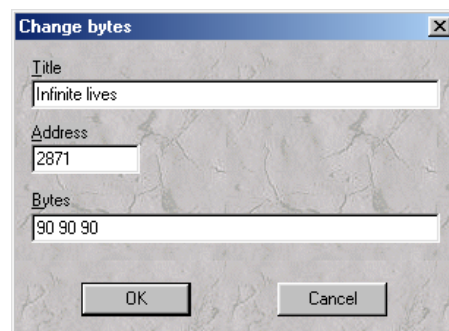
Const bytes:

Figure 111: Savegame editor editor – Change bytes

This dialog works somewhat like *Const value*, however, the limit of the 4 byte maximum has been canceled. You may specify more bytes to modify here.

You have now entered all necessary data for your savegame editor and can now enter a short description by pressing *Info text* in the main dialog.

Chapter 6 - The tools & Wizards

Overview

This chapter describes Unprotect's tools and wizards from the tools menu. The more complex tools, like the module editor, Hex editor or the external Hex editor are descibed in separate chapters.

Text editor

You can write short texts with the text editor, e.g. cheats or solutions for games. You can use all the basic functions of a text editor, like:

- Save the text in different formats (Windows text, DOS text, HTML, etc.)
- Print the text including printer preview
- Personal settings of fonts and colors.

Registry editor

The Windows registry editor will be executed, if installed on your system. This is useful for some patches that require minor modifications of the Windows registry database.

ATTENTION: Please don't make inattentive changes to your registry file. Errors in this file can make Windows unstable and/or crash your system! It's wise to work with backup copies.

Text viewer

The text viewer is in most parts identical to the text editor, with one exception: You can't manipulate your texts – only view them.
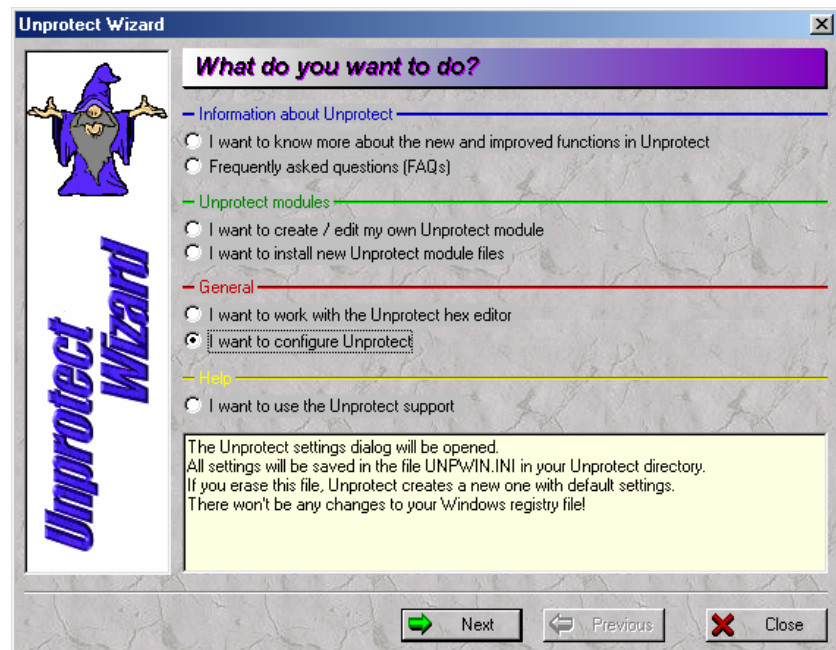
Main wizard

Figure 112: Main wizard

With the help of the Unprotect main wizard you can reach many of Unprotect's enhanced functionality with a single mouse click. Just select one of the themes. You'll see a short description in the lower part of the dialog. If you like to jump to the selected function, just click the "*Next*" button.

The wizards are self-explanatory. You'll always find a description to every function.
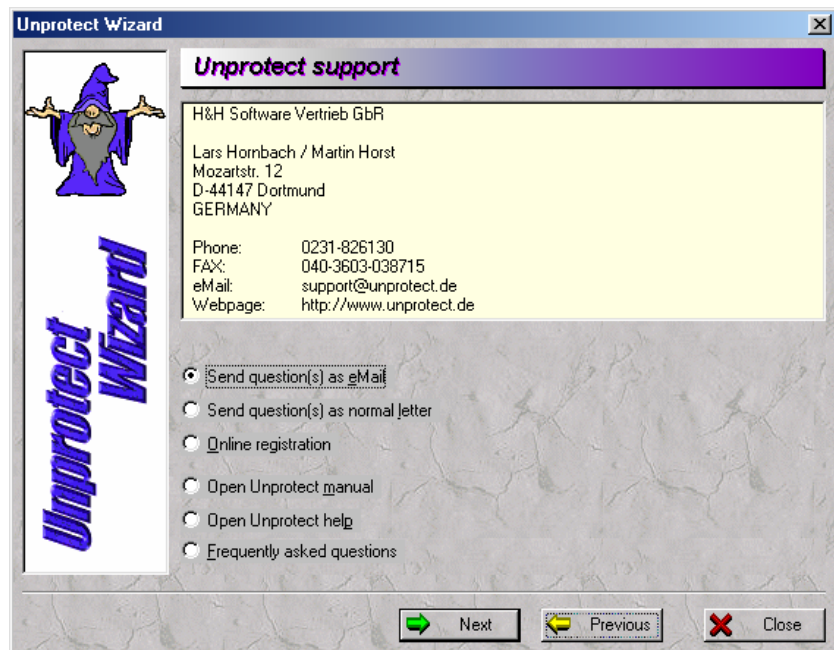
Support wizard

Figure 113: Support wizard

The support wizard can help you, if you have any problems with Unprotect. You can contact the authors of Unprotect either via email or snail mail and try to find a solution for your problem that can't be solved with the online help or the manual.
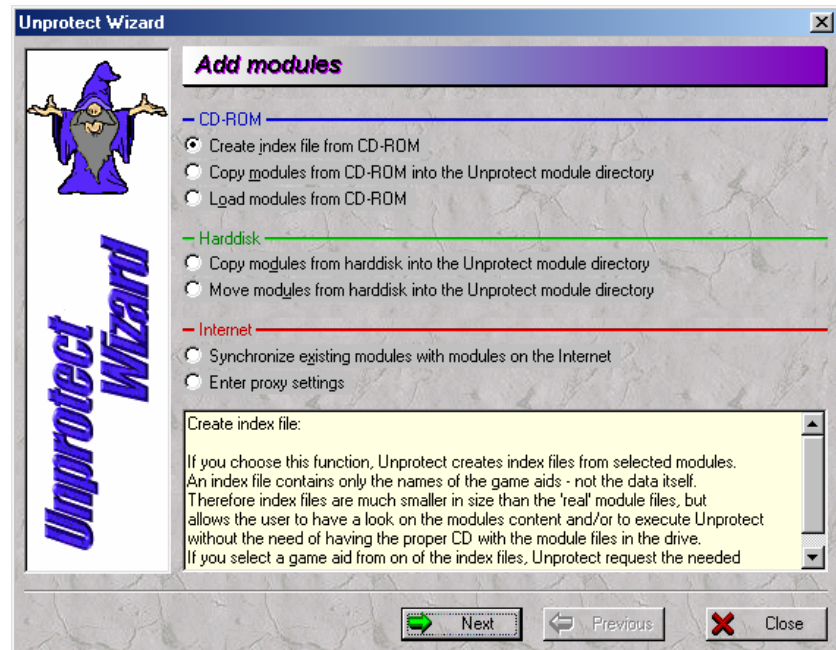
Module installation wizard

Figure 114: Module installation wizard

It's very easy to insert the module or index files with the module installation wizard. You can use this wizard in the following situations:

- You want to create index files from existing module files.

- You own a CD with new Unprotect module files (e.g. our Unprotect Update CD, have a look at page 131) and would like to install these module files.

- You want to install new module files, that are somewhere on your hard disk (e.g. selfmade module files or downloaded files from th e Internet).

- You want to download the latest update module files from the Internet.

Create index file from CD-ROM

Unprotect is working with so called index files (recognizable at the ending .UPX) and module files (recognizable at the ending .UPM). A module contains a module header which includes all related information about a game-aid (like name of the game, type of game-aid, publisher, etc.) and a data part after the header. These sometimes many 100MB in size files are located on your Unprotect CDs. A index file is an exact image of the module file header without the game-aid data itself. The benefit is the small size of the index files compared with their module file counterpart. But the index files contain all necessary information to execute Unprotect without the need of the CDs. So, you have the ability to save your selfmade module files to an external medium, like a CD-R and access the module files through their index files.

To create your own index files, just follow the instructions from the module installation wizard.

Copy modules from CD-ROM to the Unprotect module directory

All desired modules (e.g. from our Update CD) will be copied to your Unprotect data directory. This gives you access to all the game-aids without the need to insert the corresponding CD.

Load modules from CD-ROM

This function is only useful, if you own our Unprotect Update CD or any other CD containing Unprotect module fils. You don't need this function, if:

- The modules from the CD are already on your harddisk.

- The index files from the modules from CD are already on your harddisk.

- The Update CD was already in your drive at the time of starting Unprotect.

If the above mentioned points aren't true, you can use this function to load the game-aids from the desired modules in Unprotect temporary. Please use the function "*Copy modules from CD-ROM to the Unprtect directory*", if you wish to have permanent access to the modules.

Copy modules from harddisk into the Unprotect module directory

By default, Unprotect searches the Unprotect main directory and the data directory for module and/or index files to load. If you stored Unprotect files somewhere else on your harddisk, you can use this function to copy the files to your Unprotect directory.

Move modules from harddisk into the Unprotect module directory

This function is equal to the above mentioned one, with one exception: The copied files will be deleted from their source directory and don't require unnecessary drive space.

Synchronize existing modules with modules on the Internet

Unprotect builds up an Internet connection and checks for new bugfixes and module files. The selected module files will be downloaded, expanded and loaded at runtime automatically.

You can choose your favorite download server. In case that your desired module file isn't available at your favorite server, Unprotect starts the download from one of the other servers.

In addition, Unprotect stores the packed files from the internet in the download directory. You can keep these packed files, if you want to reinstall Unprotect in the future.

Chapter 7 - Problems & Support

Solving problems

General

If you experience any problems with Unprotect, then please try to solve them by reading the manual before you contact us. If this doesn't help, then you can send us an eMail (see: Support wizard at page 125).

Postal mail will only be answered if you include a self-addressed stamped envelope. If your problem is more complex, or if you absolutely cannot get Unprotect to run, then you can phone us, too, of course. However, we request that you only do this when the problem is really urgent and then at 'sane' times of the day. You can normally reach us on the phone until 19:30h (german time). We will not answer calls in the middle of the night or, for example, sunday at 7:30 (this really happened once!).

Our address and phone numbers can be obtained from *Appendix A* on page 140.

Problems with patches

If any problems occur when trying to patch a game, then consult the chapter *Working with Unprotect*, *Patches* section on page 51.

If we included a patch for one version of the game (e.g. german version 1.1), and you try to apply this patch to another version (e.g. english version 1.0), then the patch might fail (you might try this, however, as sometimes the versions won't differ by much). Also, we will normally not be able to help you with such problems if you call us. We sometimes get calls like 'i couldn't find the game xyz in the list', because it doesn't appear as 'xyz ' in the list, but rather as 'the xyz '. You should always try the search function or browse the list when you don't find a game at first glance.

Nevertheless we are quite glad when you tell us which patches don't work.

This is also the case for other game-aids. It might be that some game-aid might not work properly, because there are so many and we cannot verify them all. We will, of course, still try to find new aids for older games, too.

Notes on CDROM games

We have now included several CD-ROM patches in our program. Please don't misunderstand this, these are just for users that, for example, own an old and slow CD drive and want to copy a 'small' CD-ROM game to their harddisk to enjoy shorter load times. In addition to that, several BBS operators told us that they usually need the CD drive for some shareware CD, so that they cannot leave the 'key' CD of their favourite game in the drive. Also, laptop owners can now copy their favourite game to harddisk and take it with them on vacation...

But also some modern games come along with bad implemented copy protection algorithms that force the user to wait up to several minutes until the original CD is recognized as the original CD (if recognized at all!).

IMPORTANT: Many games will need the 'full install' to run from harddisk!

We also received some requests to include a patch for some game in the next update, only to find that the game does not include a CD check but doesn't run from harddisk anyway.

If you really want to run such a game from harddisk, then you normally only have to copy the complete CD to a directory or assign a drive letter to such a directory via the DOS command SUBST and then install the game to that directory. The most common mistake is that the game is first installed from the CD and then copied to the harddisk. The games normally remember the drive from which they were installed and thus won't run from harddisk.

You might also want to try one of the CD emulators from the TOOLS directory on the 1st Unprotect CD!

Frequently asked questions & answers

For reasons of the topicality we have removed this section from the manual and shifted into the main program (Support wizard.) So we can keep the FAQs up-to-dat permanently with the help of current modules!

Support

Notification on new updates

For the latest information, have a look at our web page:

`http://www.unprotect.de`

If you want monthly notification on updates, then you can let yourself be placed on our mailing list. Just enter your eMail-address on our web page.

Update sources

If you don't have online access, then you will have to order your updates from us. You can use the ordering form that is described on page 134. You will then automatically receive any modules that were released since your last order.

If you have access to an online service, then you can get your updates from our internet page. All current addresses can be obtained from the *Help* menu by selecting *Support*. But using our Module installation Wizard is the most comfortable way. More details on page 126.

> **Note!**
>
> Please note that it doesn't suffice anymore to just keep the most recent update (as with old Unprotect versions), but that a new update is released every month. If you want to get all game-aids, then you will have to collect all the update modules. Of course we will provide all those updates on our web-page for download, so that you can even get updates of the last months!

Note for owners of old versions of Unprotect

If you obtained an older registered version of Unprotect, then you can upgrade to the version 9.0 of Unprotect for less than the normal price. You can use the order from that is explained on page 134.

An upgrade via online service is not possible, because we will distribute a completely new triple CD! After that you can use the normal updates again, which will still be available in the future. We won't change the data format for the time being, because the current format doesn't blow up the size of the update modules like the old one did.

Unprotect 7.0/8.0 users can't continue using the monthly update module files for Unprotect 9.0, because the new data format isn't compatible with previous versions! But we'll temporary support Unprotect 7.0/8.0 useres with new update modules as well.

For technical reasons with some resitrictions, though. Since the old format doesn't support all new types of game-aids, gives the user a little less new game-aids.

Unprotect 9.0 includes a minimum of five CDs. For this reason there will be no online upgrade possibility!

Appendix A - Registration

Ordering information

Since version 4.0 Unprotect is no longer freeware but shareware. For a period of about two years, this product was available free of charge, but now we invested a lot of work into the project. In addition to that we need to buy or loan games to create new patches, which is quite an expenditure. (A few patches are from the shareware-scene or with permission of other programs (UiP)).

The trainers, tips, cheats, solutions and so on are, of course, not created by us. That work could not be done by only two persons. Nevertheless, it is quite a lot of work to collect these, convert them to our own data format and include them into Unprotect. We only took game-aids from public sources like shareware CDs, public BBS's and the internet. We wanted to provide game fans with an easy-to-use central archive of game-aids, so they don't have to scan whole mountains of magazines or archives for a single tip for a game.

The main part of the work was the main program of Unprotect 9.0, which has been extended with powerful editors and cheat tools.

If any author doesn't want his work included in Unprotect, then please inform us so we can remove it from the program. But mainly we've the permission to use the game-aids from the authors or publishers of outher cheat tools. Therefore have a look at our credits list.

Normally, however, the source of the game-aids is included at the end of the respective text. Authors that provide us with new game-aids have been, and will be included in the credits list!

The copyright from most of the game-aids included in Unprotect remains at the specific authors. We don't take any money for these game-aids. The price you paid for Unprotect is related to the main program itself, the tools (e.g. Hex editor), support, etc. Unprotect supports the export of it's game-aids. You're allowed to share these game-aids free of charge with your friends, but only for private purposes. But you're NOT allowed to export and copy the whole or large parts of the database and/or the product Unprotect itself (except of the demo version).

The shareware concept

Shareware is not freeware. This means that you may not distribute the registered version to other people. The shareware (demo) version may, and should be passed on to other people, so they can try the program before buying it.

The shareware version is a version that misses some features of the registered version. The user may try out the program to find out if he or she likes it before spending any money on it. The demo version of Unprotect may be testet for an unlimited period of time and it may be distributed on shareware CDs or sold for some common (not expensive) price like 2DM to 8DM. Upon release of a new version the old versions will be obsolete and should be deleted or replaced by the new version. This newest version of Unprotect (version 8.0) won't probably be changed for quite a time.

Differences between the demo version and the full version

- Only most of the levelcodes, cheats and the built-in savegame editors are included in the demo version. All game-aids indicated by a frowning face have not been included because of disk space! Please remember, that the registered version contains five CDs full of data!

- Only one preview picture has been included (1869), the full version features preview pictures for nearly every game.

- The built-in editor may be used to create any number of modules, but the demo version will only load one module at a time!

- The demo version does not contain additional backgrounds.

- Some information texts in the extras submenu (help) are missing.

- Due to disk space it's possible that the manual and help file is missing in your demo version.

- All games banned in germany are hidden in the demo version, because it would not be possible to distribute this version via magazines.

- The exernal hex editor and other tools are not included in the demo version!

<u>Benefits of the registered version:</u>

The full, registered version on 5 CDs (incl. an additional sixth Update CD if you order from H&H Software Vertrieb GbR directly) can be ordered for 35,- DM + postage! This will provide you with the following advantages:

- A decent CD jewel box with 5 CDs containing more than 33.000 different game-aids! Of course you will receive the CDs in a padded envelope!

- All disabled features indicated above are fully functional in the full version.

- You can use the monthly update modules for Unprotect 9.0. This way you can keep your Unprotect up to date. The update modules can be obtained free of charge via internet, or you can order them from us.

- The CDs include game-aids up to end of January 2000. You can update your program via the monthly update modules.

- You are supporting the shareware concept and keep a clear conscience, working with a fully registered version and thus supporting the further development of Unprotect.

- We will, of course, keep your personal data confidential and will not pass it on to anyone else.

Registration

Figure 115: Order dialog

We welcome your decision to buy the registered version of Unprotect 9.0. Please open the order dialog in the *Support* menu and enter the required data.

You can select any of the available Unprotect products by clicking on the downward arrow in the **Order** input line (full version, upgrade, ...).

All prices in this manual are shown in German Marks. Of course, you can also pay in Euro, U.S. Dollar or with your credit card. Have a look on our web page or at the order dialog to inform yourself about the alternative currencies.

ATTENTION dealers! If you are interested in adding Unprotect to your range of items, please contact S.A.D. GmbH, our official distributor.

You can buy the following versions from H&H Software Vertrieb GbR

Unprotect 9.0
If you never obtained a full version of Unprotect, then choose this version.
Cost: 35,- DM

Unprotect 9.0 (Student edition)
Pupils and students may receive a cheaper version by providing some proof of being pupil or student!
Cost: 30,- DM

Upgrade from Unprotect 8.0:
If you own the registered version of Unprotect 8.0 on CD, then you will receive Unprotect 9.0 on upgrade conditions.
Cost: 25,- DM.

Upgrade from Unprotect 7.0:
If you own the registered version of Unprotect 7.0 on CD, then you will receive Unprotect 9.0 on upgrade conditions.
Cost: 30,- DM.

Upgrade from a version previous to 7.0:
Because of the age of this version and the low costs back then, this version will cost the normal:
Cost: 35,- DM

Update CD for Unprotect 9.0
This is for owners of Unprotect 9.0 who want to keep their CDs up to date. You will receive all modules that have been released since the release of your Unprotect version. Please note that a minimium of one module is released per month, but you won't have to order every month to collect them all, because we will send you all the remaining since your last order!
Cost: 15,- DM

In addition to that we will add **5,- DM** for postage and packing, independet of the number of CDs, if you order from germany.
For orders within europe we will have to add **8,- DM** instead and for the rest of the world **16,- DM**!

You can then choose the desired method of payment:

Cash
This is the cheapest method, because there won't be any additional costs. Of course, there might be some risk in sending cash money in an envelope, so you should wrap your money appropriately. Please don't send any coins and no foreign currencies, because we will not be able to exchange those!

Euro cheque
Please make the euro cheque payable to our names. We will add **2,- DM** with this method of payment.

Cheque
Within germany, you can use normal 'Verrechnungsschecks'. This will also add **2,- DM** to the costs. Orders from foreign countries will have to add **15,- DM** instead, because the bank will demand that much when accepting such cheques. Note that we do not earn anything from that money, only the bank will!

Money Order

This might be of interest for foreign customers. With this payment you don't include any cash money, but the postman will deliver the money to us personally. Please consult your postal office about this kind of payment.

Bank transfer

You can also transfer the money to our account. If it is urgent, then add a copy of the pay-in slip to your order, or we will wait until the money has arrived on our account. We will add **2,- DM** with this method of payment.

Cash on delivery (only possible within Germany!)

With this kind of payment you will only pay when the postman delivers your CD. Because the post office demands money for this method of payment, you will have to add **5,- DM** to the costs.

Bill (only for companies or known customers from previous orders)

We will deliver to companies and dealers via bill if so desired.

Credit card

You can order Unprotect online with your credit card. Have a look at our web page for more details.

The price of the registered version including the sixth CD and worldwide shipping is only 29 US-$. The price for the same version for previous customers is only 25 US-$ and the Update CD for regsitered Unprotect 9.0 useres will cost you only 15 US-$ including shipping!

You can always verify the cost in the upper frame beneath **Total**.

You can order the desired number of CDs in the **Count** input line. This allows you to order for yourself and any friends at the same time and thus save postage costs.

If you have finished making all the entries, then you can print the form or save it to a file if you want to order via eMail. You can also write down all necessary information and send this to us if you don't own a printer.

Please do not send your orders via registered letters, as this will require that we fetch them personally from the postal office. It would be easier to order per C.O.D. (if from germany). This way you will only pay when receiving the order. If you insist on ordering via registered letter, then you might have to wait a little longer for your order. We normally send the CDs after 1 or 2 days, max. within a week. Orders from outside of germany will, of course, take somewhat longer.

Price list

You can also get the costs of your personal Unprotect version from the following list:

Orders from within Germany:

	Unprotect 9.0	Unprotect 9.0 – Student edition	Unprotect 9.0 - Upgrade from Version 8.0	Unprotect 9.0 - Upgrade from Version 7.0	Unprotect 9.0 - Upgrade from Version 6.0/5.0 or 4.0	Single Update CD
Cost	35,-	30,-	25,-	30,-	35,-	15,-
Postage & Packing	5,-	5,-	5,-	5,-	5,-	5,-
Cash order	-	-	-	-	-	-
Euro Cheque	2,-	2,-	2,-	2,-	2,-	2,-
Cheque	2,-	2,-	2,-	2,-	2,-	2,-
Money Order	?	?	?	?	?	?
Bank transfer	2,-	2,-	2,-	2,-	2,-	2,-
C.O.D.	5,-	5,-	5,-	5,-	5,-	5,-

Orders from Europe:

	Unprotect 9.0	Unprotect 9.0 – Student edition	Unprotect 9.0 - Upgrade from Version 8.0	Unprotect 9.0 - Upgrade from Version 7.0	Unprotect 9.0 - Upgrade from Version 6.0/5.0 or 4.0	Single Update CD
Cost	35,-	30,-	25,-	30,-	35,-	15,-
Postage & Packing	8,-	8,-	8,-	8,-	8,-	8,-
Cash order	-	-	-	-	-	-
Euro cheque	2,-	2,-	2,-	2,-	2,-	2,-
Cheque	15,-	15,-	15,-	15,-	15,-	15,-
Money Order	?	?	?	?	?	?
Bank transfer	2,-	2,-	2,-	2,-	2,-	2,-
C.O.D.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.

Orders from the rest of the world:

	Unprotect 9.0	Unprotect 9.0 – Student edition	Unprotect 9.0 - Upgrade from Version 8.0	Unprotect 9.0 - Upgrade from Version 7.0	Unprotect 9.0 - Upgrade from Version 6.0/5.0 or 4.0	Single Update CD
Cost	35,-	30,-	25,-	30,-	35,-	15,-
Postage & Packing	15,-	15,-	15,-	15,-	15,-	15,-
Cash order	-	-	-	-	-	-
Euro cheque	2,-	2,-	2,-	2,-	2,-	2,-
Cheque	15,-	15,-	15,-	15,-	15,-	15,-
Money Order	?	?	?	?	?	?
Bank transfer	2,-	2,-	2,-	2,-	2,-	2,-
C.O.D.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.

Our address:

Postal address
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FAX: (049)-40/3603 038715

eMail addresses
General questions/notes regarding Unprotect:
support@unprotect.de

Orders:
order@unprotect.de

Cheat submissions:
submit@unprotect.de

We usually read our mail at least once a day (except when ill, on vacation, etc.) and answer them. So if you do not get a reply, just send us the mail again, because some internet providers sometimes mess up their mail distribution service.

Mails like 'When does the next update appear and what games will be included?' will NOT be answered in the future. The updates will appear when they are ready to and we don't know which games we can include beforehand!

If you want to know when the next update will arrive, then you can place your eMail address on our mailing list for update notifications and will thus receive the desired information automatically!

Appendix B

Electronic End User License Agreement

Unprotect 9.0 - Electronic End User License Agreement For One Computer

NOTICE TO USER: THIS IS A CONTRACT. BY INDICATING YOUR ACCEPTANCE BELOW, YOU ACCEPT ALL THE TERMS AND CONDITIONS OF THIS AGREEMENT.

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K. Copyright

End of manual - We hope you enjoy our program!

Yours sincerely

Lars Hornbach & Martin Horst

January 2000

List of figures